

NEW! GAME OF THE YEAR, p.49

GAMES

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- 3) FIND THE SECRET MESSAGE

FULL INSTRUCTIONS AND CONTEST RULES, PAGE 4



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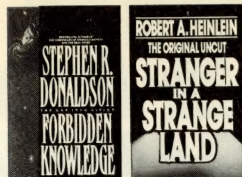


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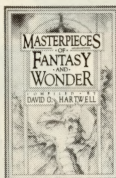
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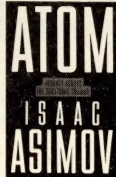
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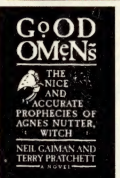
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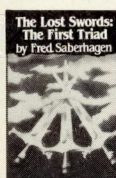
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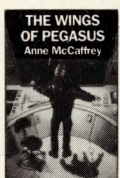
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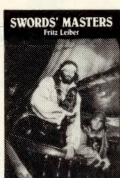
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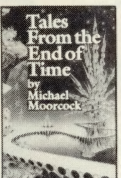
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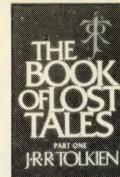
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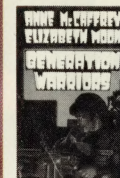
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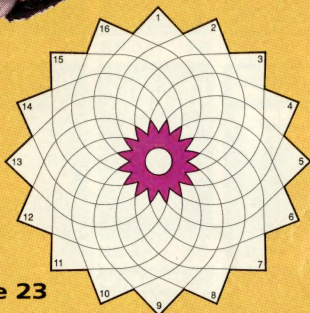
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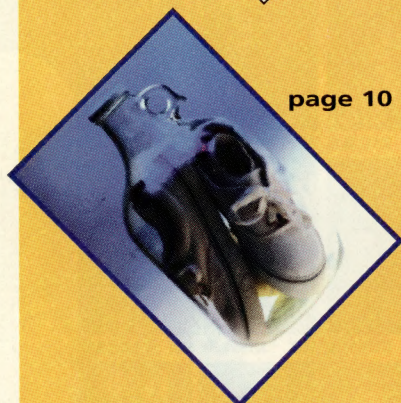
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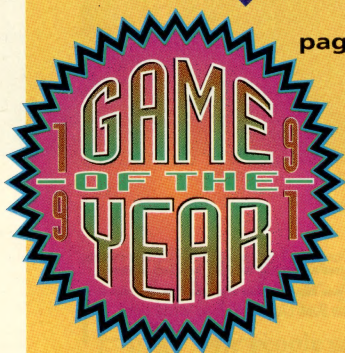
page 14



page 23



page 10



page 49



page 68

FEATURES

AH, AN ART GEM!

Celebrating Two Centuries of The Anagram

Will Shortz

IMPOSSIBOTTLES!

The Ins and Outs of Baffling Objects-in-a-Bottle

Scot Morris

WHICH IS WHICH? (SECOND EDITION)

Who's Who, What's What, and That's That

Evie Eysenburg

ARCHE-ILLOGICAL DISCOVERY

Sorry, We're Out of Time: An Anachronisms Test

Emily Cox and Henry Rathvon

CHRISTMAS BEGUILERS

Four Holiday Brainteasers to Test Your Presents of Mind

Peter Gordon

THE GAMES 100

1991 Favorites of the Editors of GAMES

Edited by Burt Hochberg

ELECTRONIC WONDERS

A Guide to the Latest Videogame Machines

Russ Ceccola

LOST CAUSES

Can You Supply the Missing Motivation for Each of These Scenes?

Robert Leighton

FIND THE FAKE AD

Which of the Products Is a Product of Our Imagination?

ANSWER, PAGE 44

PENCILWISE

Petal Pushers.....23

Disorder in the Court.....26

What's the Connection?.....28

Dress Reversal.....34

Boxed In.....36

Ornery Crossword.....39

500 Rummy.....46

and other pencil puzzles.....••

CONTESTS

GAMES 100 BLOWOUT SPECIAL!

Piece Together Our Jigsaw of Games to Uncover a Hidden Message

SHIFTY BUSINESS

A Diabolical 3-D Pop-Out Maze With Movable Paths

Robert Abbott

CONTEST RESULTS

Silhouettes (from August)

DEPARTMENTS

Letters/Laundry.....4

Gamebits.....7

Answers.....42

Wild Cards.....65

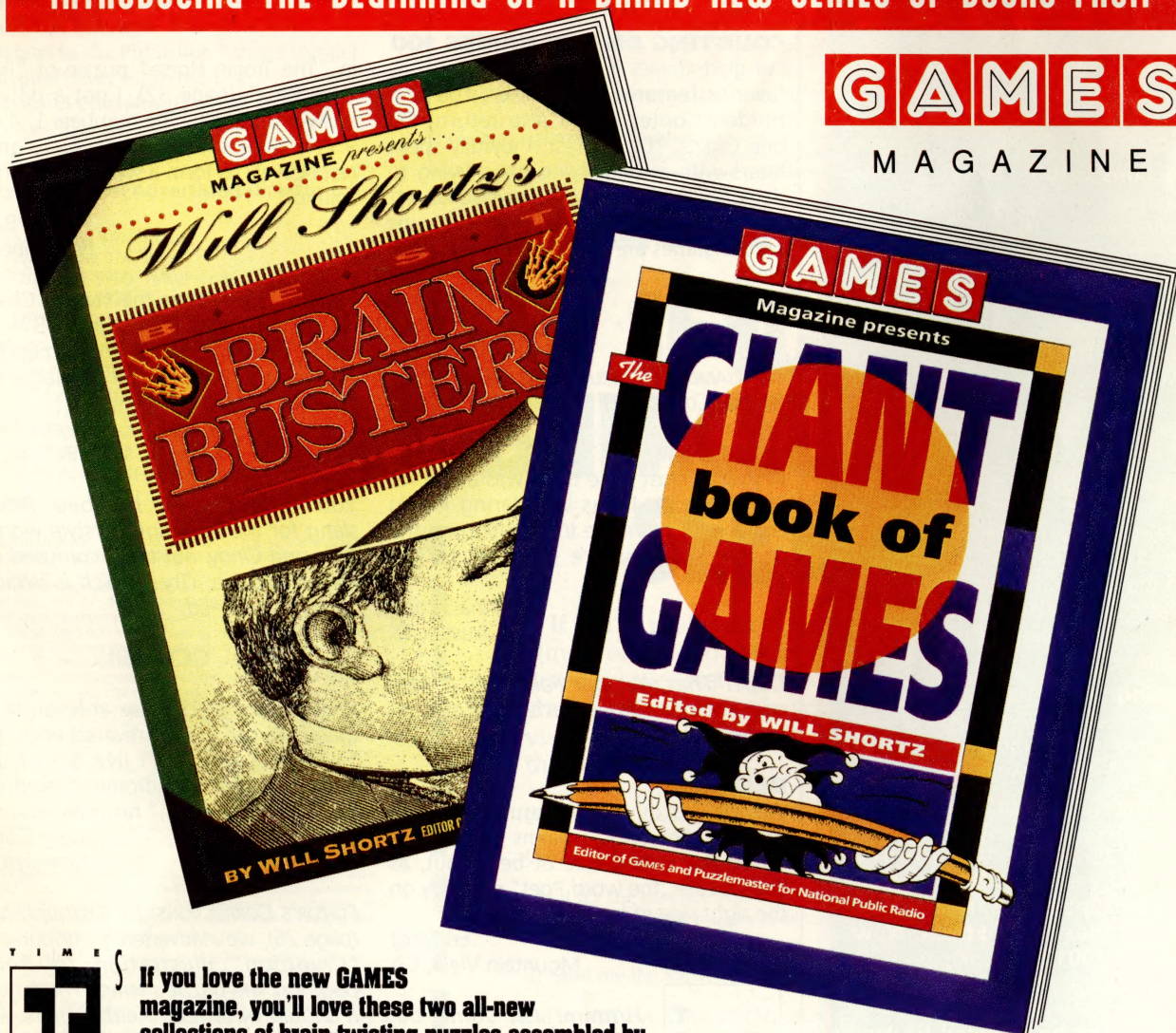
DIFFICULTY RATING

★ Smooth Sailing ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★★ Mixed Bag

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CONTEST

GAMES 100 BLOWOUT SPECIAL

By popular demand, the GAMES 100 is back (pages 49-58)—which means it's time for the traditional GAMES 100 cover contest.

Directions To solve, first identify the 16 games whose gameboards or screens are partly shown on the cover of this issue. Each game is photographed in the GAMES 100 section, although the area of the board or screen shown on the puzzle piece may be different from the part shown inside. So use your bean.

Next, mentally assemble the 16 pieces of the jigsaw into a square. As a help, most of the pictures are oriented in the same direction.

Finally, when the jigsaw is finished, take the *fourth* letter of the name of each of the games, and read the letters in order, line by line, to get a 16-letter message. Send us that message along with a list of all 16 games.

Winning One entry containing the correct answer will be drawn at random for the grand prize. Ten runners-up will receive GAMES T-shirts.

Entering Write your message and list of games on a postcard or letter and mail it, along with your name and address, to: **GAMES 100 Blowout Special, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as many times as you wish, but each entry must be mailed separately. **Entries must be received by January 2, 1992.** —Will Shortz

LETTERS

GETTING PRIORITIES STRAIGHT

Welcome back! I became acquainted with GAMES when my younger brother subscribed some time ago. I hesitated to subscribe myself fearing I wouldn't get anything else done when each issue arrived. During visits to my parents during your hiatus, we would often get out the old copies of GAMES and continue to work on some of the puzzles we had not yet solved.

I've decided to take my chances and subscribe this time. Do you think the boss will accept, "Sorry, I can't come in today, my GAMES magazine just arrived," as an excuse?

Linda Shepard
Tulsa, OK

COUNTING ON THE GAMES 100

I'm glad GAMES is back! I'm hoping my favorite features, The GAMES 100 and Hidden Contests, will also return. On one GAMES 100 contest, I joyfully spent hours with a magnifying glass trying to decipher which pawns went to Sorry! and which to Clue. Also, the write-ups on the games are great for holiday shopping.

Karen Thurber
Derwood, MD

The GAMES 100 returns this issue. A new Hidden Contest will appear soon.—Ed.

WRITE ON

In your August issue there was an ad for Flavo-Pencils. I was wondering if you could send me more information on the product and where to order to get them.

Anna Strong
Austin, TX

Oops! That was our Fake Ad! A new one is announced in each Table of Contents.—Ed.

BED BUG?

Wacky Wordy #18 (August, "Wacky Wordies Are Back") claims to be "Get up on the wrong side of bed," but, as you can see, the word "get" is clearly on the right side of bed.

Ed Tecot
Mountain View, CA

**T
E
BED G**

Hmmm. On some bad days, getting out of bed on the right side is the wrong side!—Ed.

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll print the first or most entertaining letter and send the writer a GAMES T-shirt.

AUGUST

Regarding "Artifact—Or Fiction?" (pages 23-24), your answer says "the man's tie is gone." Actually, it's just the opposite. The man is *not* wearing a tie in the authentic painting but he *is* wearing one in the forgery.

Bob Test
Cincinnati, OH

In "The Trojan Horse" puzzle of "Polish Your Wits" (page 32), I got a different answer from you. The numbers 1, 4, and 9 can take the place of 9, 1, and 4 respectively to form a workable alternate solution.

Doug Banks
Providence, RI

You got mixed up in the "Mixed Characters" quiz (Wild Cards, page 57). The B-52's rock group was not named after the military plane but for the large wigs worn by the female members.

Myron Meyer
Lake Benton, MN

You're right ... we bombed. B-52 is slang for the bouffant hairstyle worn by Kate and Cindy, not to be confused with Kate and Allie. (Try "Which is Which?" on page 14.)—Ed.

OCTOBER

Your feature article "Sex at Noon Taxes" (page 10) has a word reversal error. John Taylor's "Lewd did I live & evil did I dwell" is *not* a palindrome. "Lewd did I live & evil I did dwell," however, is.

Steve Cortina
Brooklyn, NY

EDITOR'S CORRECTIONS: In "Dszquphsbnt!" (page 26), we inadvertently attributed the "Cryptoon" illustration to Robert Leighton, the puzzle's writer. The art credit should have read Keith Bendis. Also, the photograph of Shanghai II: Dragon's Eye (Games & Books, page 54) is upside down and backward. (Don't ask.)

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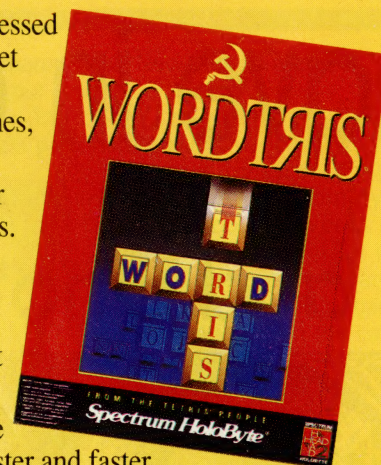
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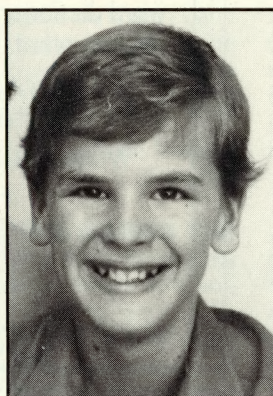
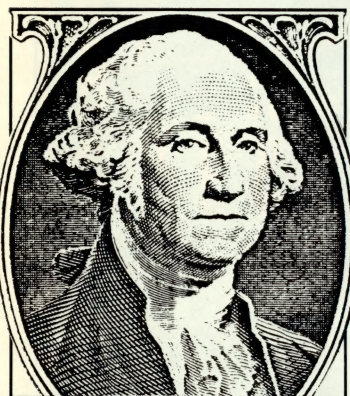


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... and who's the kid anyway?

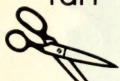


Answer:

On the right is the youngest U.S. chess master of all time (earning the title at age 11 years, 10 months), International Master Stuart Rachels, as he appeared in *Chess Life* magazine in February 1982. Stuart became U.S. Chess champion in 1989. Today he is a British Marshall Scholar at Oxford University.



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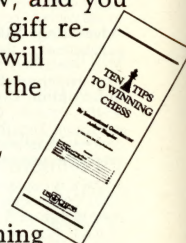
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The most dreaded space on a Monopoly board—at least until one of your opponents builds a hotel on Boardwalk—is the “Go to Jail” square. But USCopoly is designed for college students, so that deadly corner delivers an even more devastating punishment: “Go Home.”

USCopoly plays like Monopoly and looks like Monopoly, except that familiar old Uncle Pennybags has been replaced by Tommy Trojan, the University of Southern California mascot. The utilities are now Sorority Rush and Fraternity Row, and high-rent monopolies consist of graduate schools (Dental, Law, and Medical) and sports arenas (the Cromwell Athletic Center, the L.A. Coliseum, Dedeaux Field). Luxury Tax is replaced by Car Fine, and a Campus Mail card (Community Chest, to loyalists) could cost a player two turns to recover from a hangover after a night of hard partying at a campus watering hole.

USCopoly is only one of about 70 campus-specific Monopoly clones created by Robyn Wilson and Bill Schulte, founders of Cincinnati's Late for the Sky Productions. Their first game, back in 1985, was based on Miami University in Oxford, Ohio. Schulte says that 3,000

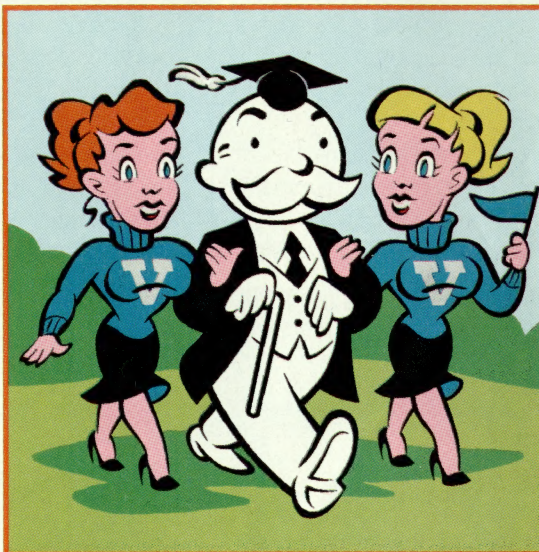
copies were sold in 90 days, and since then they have gradually expanded across the country. According to Schulte, the games sell best at colleges like Texas

apparently we New Yorkers aren't as true to our school.)

To produce a new game, Schulte first gets permission from the college to use its logo and mascot. Then a Late for the Sky employee spends a couple weeks on campus to get a feel for the school's heritage and landmarks. “The look of the game is all dependent on the campus,” says Schulte. “Some schools, for example, have distinct quads that the whole campus is built around. And a game should appeal to someone who graduated in 1960, say, so you need to learn about the school's tradition.”

Parker Brothers' attitude toward Schulte and Wilson's use of its “-opoly” concept seems to be one of benign neglect. Schulte says he has sent them every new version of the game and has incorporated every alteration requested.

Meanwhile, some Irishopoly player out there has lost two turns because of the cold South Bend weather. Another is trying to scratch up \$200 for tuition. And if he's an undergraduate these days, he's probably relieved it's *only* \$200. ■



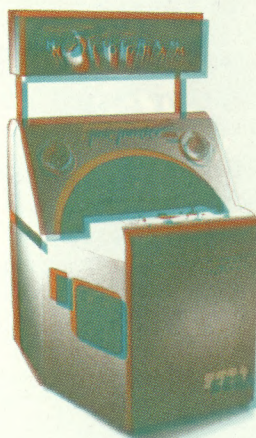
A&M and the University of Michigan “with fanatical students and alumni.” Most popular is Irishopoly, built around Notre Dame, which Schulte describes as “practically a national university.” (Late for the Sky hasn't paid tribute yet to my alma mater with a Columbiaopoly;

NEW DIMENSIONS IN THE ARCADE

Any joystick jockey who spends a significant amount of time in arcades is used to the flat, pixelated look of videogame heroes. The same players are just as likely to look longingly at the Holodeck on *Star Trek: The Next Generation*, where three-dimensional holograms interact in computer-programmed fantasies with the crew of the *Enterprise*. Sega's new arcade game Time Traveler is one step closer to the 25th-century game experience.

What makes Time Traveler special is its innovative 3-D feel. The action here doesn't take place on a video monitor—instead, real, human actors appear to be moving around on a 3-D stage. Your character is a cowboy, Marshal Gram, who journeys through history battling cavemen, knights in armor, ninja warriors, and intergalactic space pirates. But it's not the gameplay that'll hook you—it's the wonderful graphics.

Time Traveler's cabinet bills this as a “Hologram” game, but there's no real holographic equipment in it. Instead, Sega has combined state-of-the-art laser video with a system of parabolic mirrors to create the illusion of three dimensions. Time Traveler also boasts sophisticated digitized speech and stereo sound effects. Ultimately, the experience is like watching a stage show from the balcony of, say, Radio City Music Hall, except that in this case you're telling the actors what to do. ■



ACROSTICS TO BEAR

Double-croctic fans alert! If you're a devotee of this puzzle and can't get enough in books and magazines—or if you like to construct them during your spare time—you'll be interested in a new club called the Acrostics Network. Retiree Will Mock launched the club in 1990, and since then has gradually built up a membership “consisting of mainly older, retired people, all former professional people and the like, who are gung-ho on acrostics.”

Mock publishes a bimonthly newsletter featuring particularly difficult puzzles constructed by the Network's membership. Mock says that each issue “gives preference to newcomers,” since “part of the purpose of the club is to teach members how to make puzzles.”

Interested double-croctic junkies can contact the Acrostics Network at 1030-A Delaware Street, Berkeley, CA 94710. ■

AH, AN ART GEM!

Celebrating Two Centuries of The Anagram

☆☆ An anagram, according to the dictionary, is a word or phrase made by rearranging the letters of another word or phrase. For example, *ocean* and *canoe*, or *Sheraton* and *North Sea*.

For years, though, expert anagrammists have adhered to a stricter definition: The two parts of the anagram must also be related in meaning. For instance, if you rearrange the letters in *snooze alarms* you get *Alas, no more Z's*.

The world's largest collection of these handsome bits of wordplay has just been published: *The New Anagrammasia* edited by A. Ross Eckler (Word Ways Monographs, Spring Valley Road, Morristown, NJ 07960; spiralbound, \$18 ppd.). Painstakingly

compiled from the files of the National Puzzlers' League and other sources, it contains almost 9,000 examples from 1797 to the present. Each entry lists the anagram, its answer, its author, and the date and source of its first known publication.

Rather than review the book in our regular Games & Books department, we thought we'd present a couple dozen of our favorites for you to solve. We limited our selection to the past 20 years, in order to avoid classics you may already have seen. To solve, rearrange the letters in each line to get a familiar—and appropriate—word or phrase. The number of letters in each word of the answer is given in parentheses. An asterisk (*) indicates a capitalized word. ■ **ANSWERS, PAGE 43**

1 HINT: HOTEL (3 *6)

—Mark Oshin

2 HE RUBS TAN (9)

—David Shulman

3 IT'S NOW SEEN LIVE (10 4)

—James Rambo

4 FACT: I EAT HERE (3 9)

—Walter Travinski

5 SAND TRIBE AREA (*7 *6)

—Linda Bosson

6 I U.S.-BREWED (*9)

—Stanley Newman

7 NAME FOR SHIP (*1*1*1 *8)

—Marjorie Friedman

8 ROLE: HOT PAD (1 9)

—Randy Koster

9 O, A POPULAR TENOR HOME SITE (*12 *5 *5)

—Philip Cohen

10 I'M A PENCIL DOT (7 5)

—Carroll Mayers

11 SIGNS: POOR (9)

—Harry Hazard

12 BENEATH CHOPIN (3 5 5)

—Mike Shenk

13 OPT, DEAR: HIM? HER? (13)

—Marjorie Friedman

14 TASTE HUNAN'S RICE THERE (3 *7 10)

—Dana Richards

15 I GO SEARCH A LOT (13)

—David Shulman

16 MY! ATE MUCH? (9)

—Rosalie Moscovitch

17 ITALY CENTER (*7 *4)

—Benjamin Zimmer

18 TRUSS NEATLY TO BE SAFE (6 4 4 5)

—James Rambo

19 O, I HANG FINE DRESS (7 8)

—David Shulman

20 A MAIN GOAL: ME (11)

—Marjorie Friedman

21 GEE, TALKER, I'M LOST (2'1 3 *5 2 2)

—Rosalie Moscovitch

22 CAN I READ? NO, IS OFF LIMITS (10 11)

—Marjorie Friedman

23 YON ALL-PERFECT BODY (*7 10)

—Ruth Herbert

24 CLAIM "HECK, I SENT IT (HEH)" (3 5 2 2 3 4)

—Rosalie Moscovitch

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KIRK, JAMES T. FIRST OFFICER SPOCK

KING

BISHOP

Shown actual size.



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impossible



bottles!

“How Did That Get in There?”

By Scot Morris

My collection of mechanical puzzles includes many traditional types that you take apart, put together, or rearrange the parts of. My favorites, however, are the ones you don't manipulate at all: You must solve them in your head, not your hands. These are “impossible objects,” things that look like they can't exist—yet there they are: a wooden arrow through a Chinese coin, a rubber band with a knot in it. They just sit on the shelf, taunting you, defying you to explain how they came to be.

You may have seen a classic puzzle of this type—a bottle of pear brandy with a real pear inside, much too big to have fit through the neck. How did it get in there? People come up with all kinds of theories:

CONTINUED ...



The bottle has been cut at the sides or at the bottom and then glued back together, or the bottle was blown around the pear, or the pear was dehydrated and then put in the bottle where it resumed its shape, or it's not a real pear but a blown-up model, and so on. QUIZ #1: How does the pear get in there? Answer, page 43.

Some of the most incredible such puzzles in my collection are the impossible bottles of Harry Eng, 59, an educational consultant in La Mesa, California, with a specialty in teaching creativity to children.

Eng's home is filled with "things in bottles"—over 200 of them, from golf balls, ping-pong balls, and tennis balls to coins, locks, nuts and bolts, and tennis shoes. Many have thick nylon rope tied into a variation on the Chinese button knot, which is Eng's "signature knot." Sometimes the ends of the rope are tucked inside so the knot appears to have no ends.

Shown on the previous two pages are some of Harry Eng's creations. You have to take my word for it that these bottles are all genuine; none has been cut and mended, nor have they been "blown around" the objects inside. (It's hard to imagine how a rope or a pack of cigarettes could survive unburned when surrounded by molten glass, but some people would rather assume a trick was used than accept the possibility that what they see is real.)

Under Eng's living room couch are boxes filled with specialized tools—forceps of all sizes, tweezers, long-handled grippers for holding things like bullets and bolts, a device for cutting rope inside a bottle. There's even a vise that bends coins so they can be put in a bottle—a vise that can be taken apart and then *reassembled inside the bottle* so that it can straighten out the coin again and leave it too big to get out the neck.

One of Eng's bottles (the second from the left in the photo) contains a card deck with three holes drilled through it. If you were to peer at the holes from the best angle, you would see that there really are cards inside—and Eng assures me that all 52 are in there, and in their proper order. A bullet sticks through the middle hole (which makes this a "loaded deck"). Lest you theorize the bullet isn't solid and is only two halves stuck together to the outside of the deck, or perhaps has an unseen spring pushing them out from inside, Eng has shown me an x-ray of the bullet to verify that it is a single bullet and really does go all the way through. A nylon rope goes through the top hole of the deck, forming a knot above, which is, of course, too big to get out of the bottle's neck.

I have watched Eng put cards in a bottle and I can tell you this much about his loaded deck: First he drills the three

holes in the deck. Then he takes the cards out, folds up the empty box, feeds it inside the bottle, then opens it out again using tweezers and forceps. He then bends each card in turn, inserts it, pressing it flat inside the box using the eraser end of a pencil and a blunt knife. Next he works a rope through the bottom hole and ties the ends in a knot. The bullet goes in next and is manipulated through the central hole with other specialized tools. The top rope comes last: Eng wraps one end of it with masking tape so it won't fray while it is being pushed and pulled through the loops of the knot.

In a tequila bottle (the rightmost bottle in the photo) Eng has inserted a pack of cigarettes, in addition to one of his endless knots, a card deck, and a book of matches. We have to take Eng's word that all 20 cigarettes really are accounted for (19 inside the pack, 1 outside). What's most remarkable is that the seal at the top of the pack is unbroken—the cellophane is still intact. QUIZ #2: How did Eng get the filled pack of cigarettes in the bottle?

One of Eng's most impressive creations is the padlock in the bottle (third from left in photo). The bottle's neck opening is $1\frac{1}{2}$ ", through which a solid wooden plug hangs. A padlock dangles from a hole at the bottom of this plug, and another intricate button knot is tied around the padlock. There is only $\frac{1}{16}$ " of space between the neck of the bottle and the wooden plug, and the rope itself is thicker than that; for that matter, so is the base of the lock. QUIZ #3: Can you guess the order in which the three objects—the plug, the lock, and the knot—went into the bottle?

In the Answers I'll reveal how the pear gets into the brandy bottle and I'll answer the other quiz questions above. I won't, however, reveal everything about the bottles, including how

the one with the tennis shoes

inside the tennis shoes was accomplished. I honestly don't know the answer to that one, and frankly am so awed that I haven't asked. The apparent impossibility is what makes these objects so fascinating and perplexing in the first place. The best solution, Eng says, is duplication. If you think you know how one of these "impossible objects" is created, go ahead and create one yourself! ■

Scot Morris writes the monthly "Games" column for *Omni* magazine.

SOME PEOPLE WOULD RATHER ASSUME A TRICK WAS USED



... THAN ACCEPT THE POSSIBILITY THAT WHAT THEY SEE IS REAL.

GAMES

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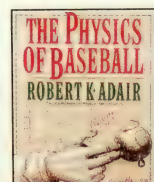


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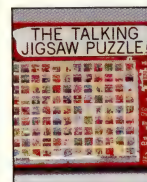


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1. Dear Abby ...



WHICH IS HIM?

(second edition) By Evie Eysenburg

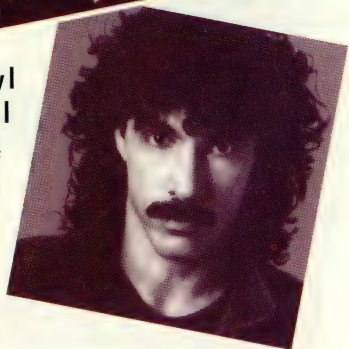
The brain is a highly efficient machine. Sometimes too efficient, if you ask us. For example, all the information we know about Cagney and Lacey is stored in exactly the same spot in our memory banks, and, as a result, we are absolutely unable to tell them apart.

Here are 15 more pairs of people, places, and things that are commonly confused. How many of them can you get straight?

ANSWERS, PAGE 43



2. Daryl Hall & John Oates

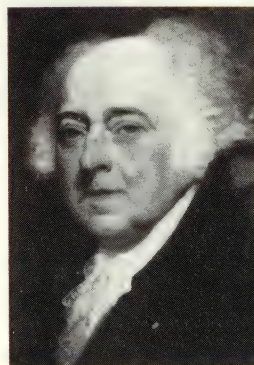
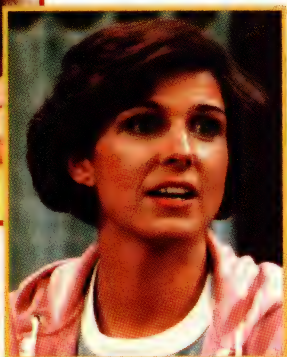


5. R2-D2 & C-3PO

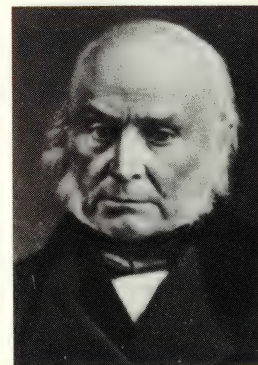
6. Bactrian ...



3. Kate & Allie



7. John Adams & John Quincy Adams





8. Uruguay & Paraguay



11. Jason & Freddy



9. Bartles ...



... & Jaymes



12. Montague & Capulet



... & Dromedary



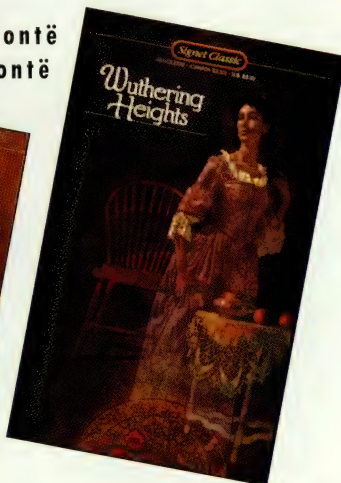
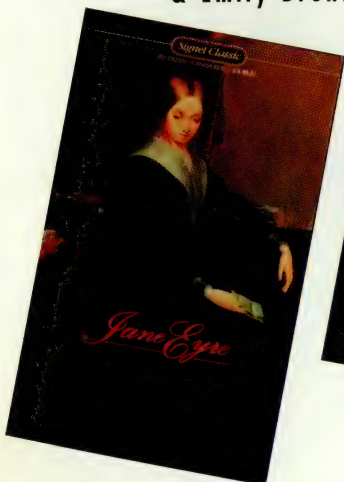
13. Mutt & Jeff



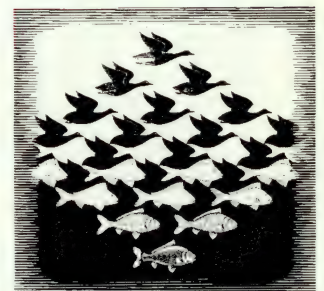
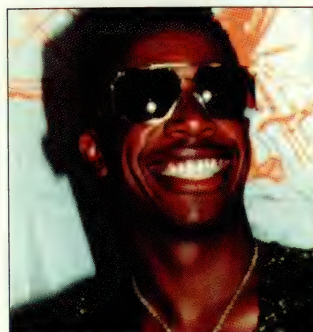
14. New England & Manhattan Clam Chowder



10. Charlotte Brontë & Emily Brontë



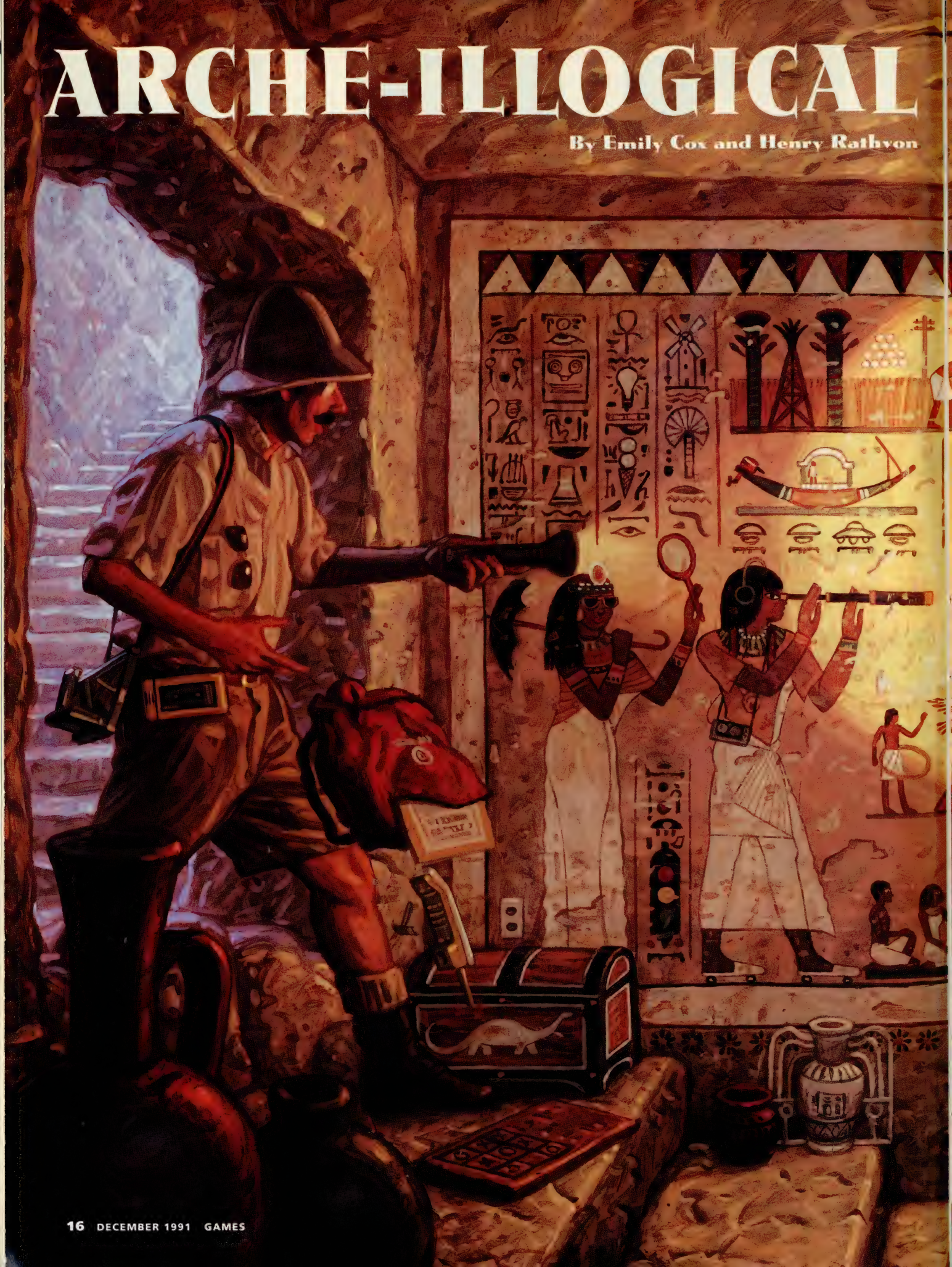
15. M.C. Hammer ...



& M.C. Escher

ARCHE-ILLOGICAL

By Emily Cox and Henry Rathvon



DISCOVERY

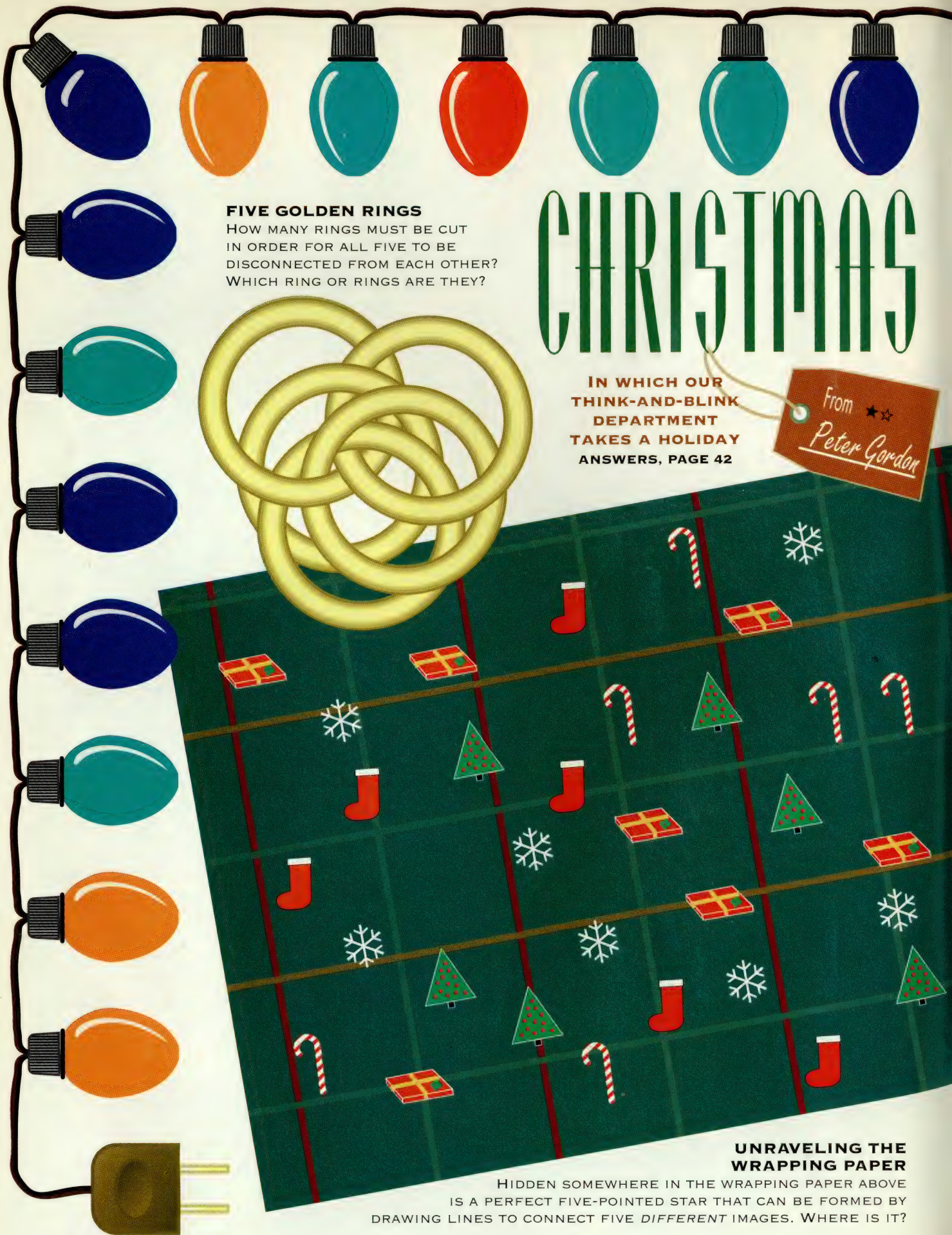
Illustrated by Tim Hildebrandt



Hieroglyphic, loweroglyphic, everywhere unscientific. And with good reason. This picture of archeologist Minnesota Jones entering the tomb of King Nutenhunni in 1920 is full of things that are out of their proper time in history. At least 41 items shown on the wall and elsewhere in the tomb could not have existed in King Nut's reign, circa 1800 B.C. Further, Minnesota himself is shown bringing in some items that did not exist in 1920. While watching out for red herrings, how many untimely artifacts on both levels can you find?

ANSWERS, PAGE 45

TIM
HILDEBRANDT



FIVE GOLDEN RINGS

HOW MANY RINGS MUST BE CUT
IN ORDER FOR ALL FIVE TO BE
DISCONNECTED FROM EACH OTHER?
WHICH RING OR RINGS ARE THEY?



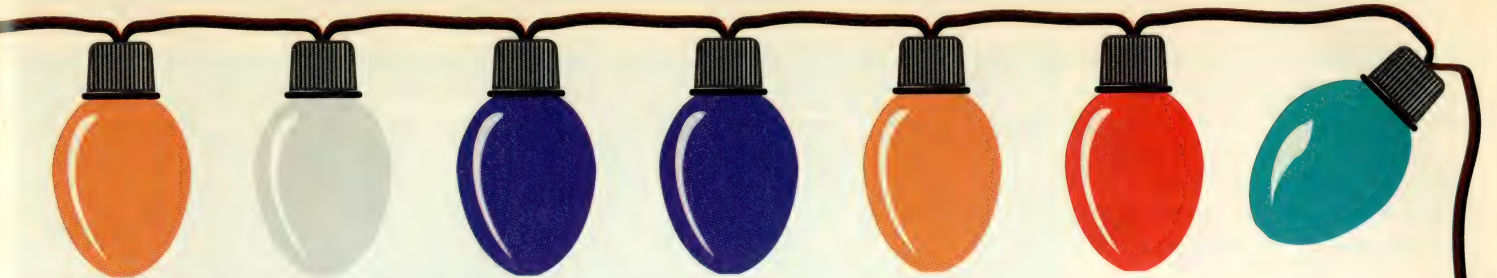
CHRISTMAS

IN WHICH OUR
THINK-AND-BLINK
DEPARTMENT
TAKES A HOLIDAY
ANSWERS, PAGE 42



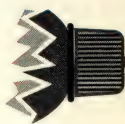
UNRAVELING THE WRAPPING PAPER

HIDDEN SOMEWHERE IN THE WRAPPING PAPER ABOVE
IS A PERFECT FIVE-POINTED STAR THAT CAN BE FORMED BY
DRAWING LINES TO CONNECT FIVE DIFFERENT IMAGES. WHERE IS IT?



BEGUILERS

STRINGING YOU ALONG
ONE OF THE BULBS BORDERING THESE
BEGUILERS BROKE OFF. THERE'S REASON TO THE
BULBS' ORDER. WHICH BULB (BLUE, ORANGE,
RED, TURQUOISE, OR WHITE) OUGHT TO REPLACE
THE BROKEN ONE?



CHRISTMAS KNIGHT

A CHRISTMAS KNIGHT MOVES LIKE A REGULAR CHESS KNIGHT (TWO SPACES HORIZONTALLY AND ONE VERTICALLY, OR ONE SPACE HORIZONTALLY AND TWO VERTICALLY), BUT WITH THIS ADDITIONAL RESTRICTION: IT CAN MOVE FROM A RED ORNAMENT ONLY TO A GREEN ONE, FROM GREEN ONLY TO GOLD, AND FROM GOLD ONLY TO RED. CAN YOU DIRECT A CHRISTMAS KNIGHT FROM THE TOP LEFT ORNAMENT TO THE BOTTOM RIGHT ORNAMENT IN EIGHT MOVES?



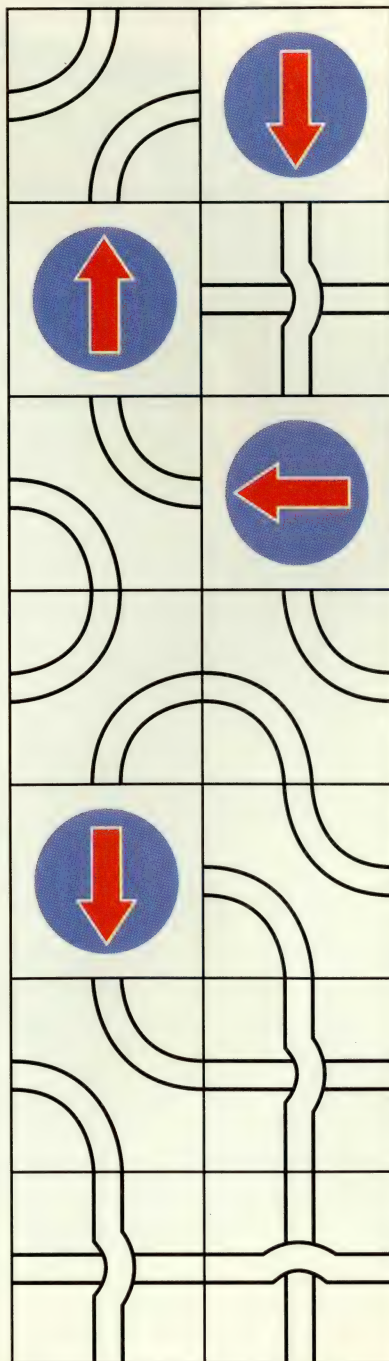
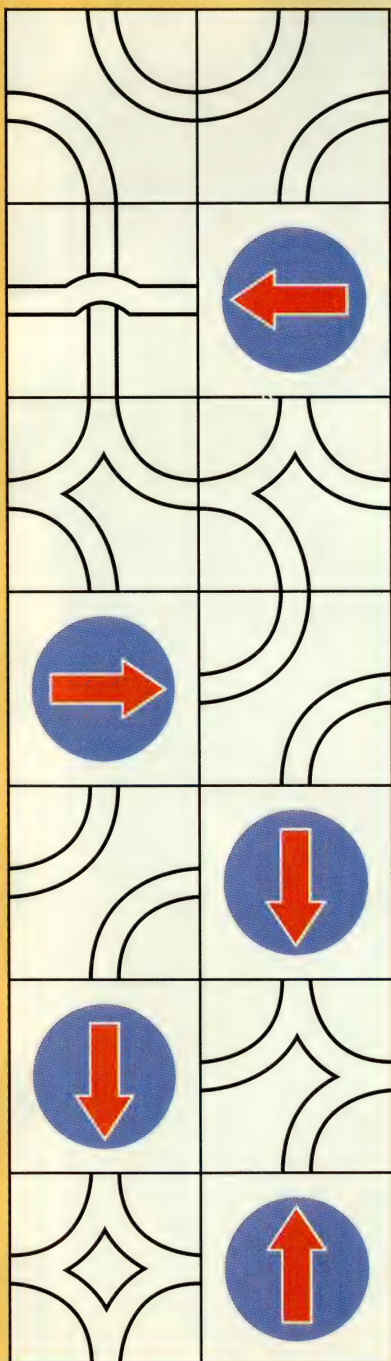
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BUSINESS

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BY ROBERT ABBOTT



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zles, books, and
games from the
Spring 1992 Bits &
Pieces catalog

How to Solve Tear out this page along the perforation and place it on top of the grids on the facing page so that the upper left squares of both grids show through holes A-B-C-D and I-J-K-L.

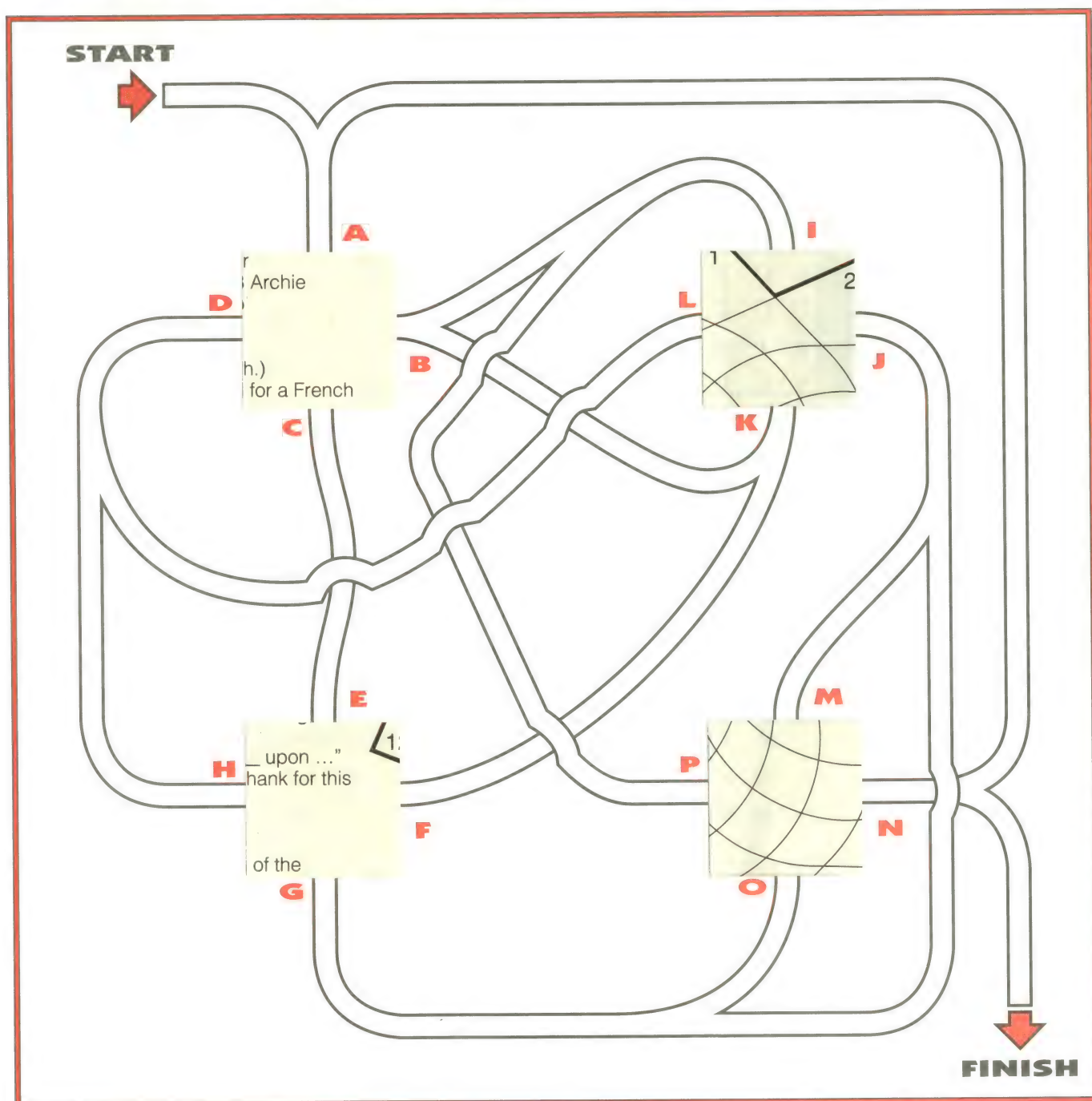
Now enter the maze at the point marked **START**. The object is to find a path—preferably the shortest path, but *any* path will do—to the **FINISH**. Follow the lines over bridges and through tunnels, as indicated. Do not double back or make any sharp turns. When your path enters a hole on the top page, follow the path on the page beneath. If you come to a hole with a circled arrow, shift the top page one square in the direction of the arrow, and continue from the point where you entered the square in the direction you were going.

For example, from **START**, you have no choice but to enter the top left square at **A** and exit at **B**. Then you have a choice. Suppose you take the upper path. Go along this path to **I**. You may *not* make the sharp turn on the path leading to **I** and go down to point **P**. From **I** you have no choice but to go to **L**, and from there you must go over three bridges to **D**, **C**, and, after going

through a tunnel, to **E**. At this point you shift the top page one square to the right as indicated by the arrow and continue from **E** in the direction you were going (in this case, down) to **H**, followed by **D**, **A**, etc. If this were the start of your route, you would describe it as “A-B-I-L-D-C-E-H-D-A....”

Winning The object of the contest is to find the path through the maze that uses the fewest possible letters. The solver who finds it will win the Grand Prize. The 10 next shortest paths will win runner-up prizes. Ties will be broken by random draw.

Entering Write down the letters of your path in order, as well as the total number of letters in your path, and mail it, along with your name and address, to: Shifty Business, GAMES Magazine, 19 West 21st Street, New York, NY 10010. **IMPORTANT:** If you send your entry in an envelope, you must write the total number of letters in your path on the back of the envelope and circle it. You may enter as many times as you wish, but each entry must be mailed separately. Entries must be received by January 2, 1992.



GAMES

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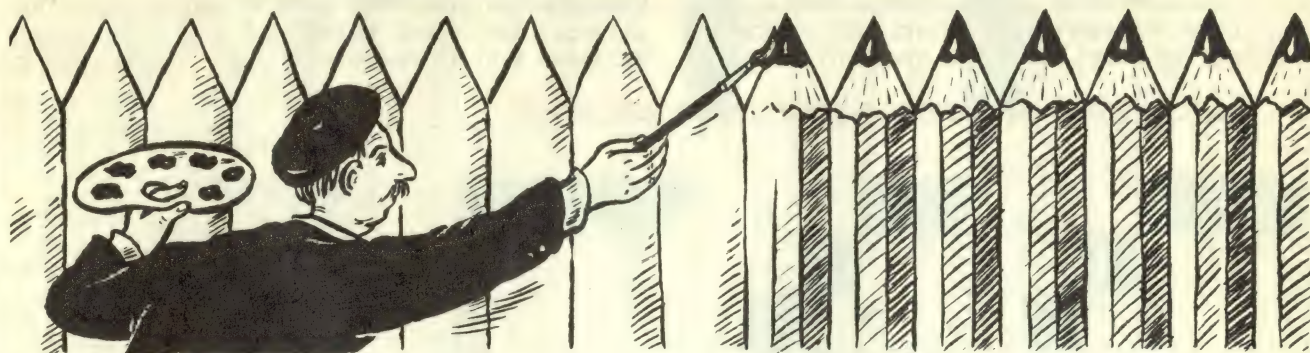


TO SUBSCRIBE, SEE PAGES 47-48



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PENCILWISE



PETAL PUSHERS ★★

BY WILL SHORTZ

This flower is to be filled with 32 seven-letter words answering the clues beside the grid. Enter the words inward from the tips of the petals to the heart of the blossom, one letter per space.

Half the words will proceed clockwise, the other half counter-clockwise. Work from both sets of clues for a full bloom.

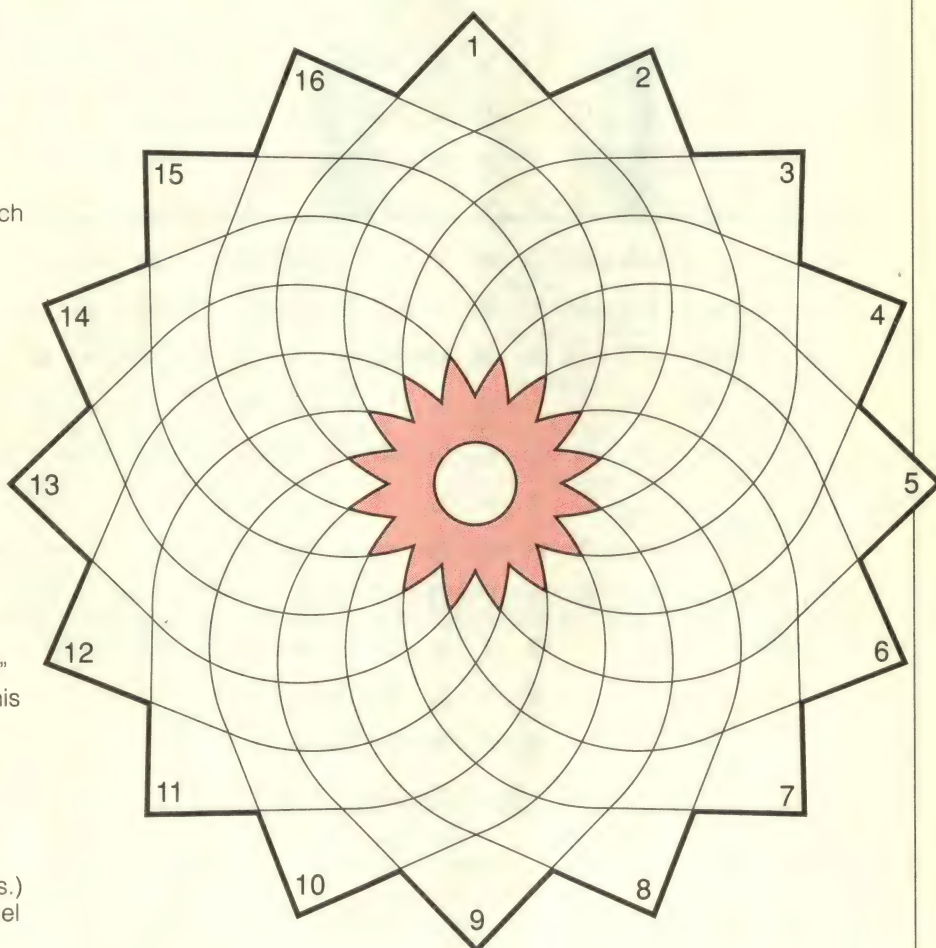
ANSWER, PAGE 42

CLOCKWISE

- 1 Coolidge's predecessor
- 2 New Orleans Saints QB Archie
- 3 Baseball championship
- 4 Auk or tern, e.g.
- 5 Blocks all options
- 6 Mental disposition (hyph.)
- 7 New Jersey city named for a French seaport
- 8 Duelers' swords
- 9 Tap, as a doctor does a knee
- 10 Snail ____ (endangered fish)
- 11 News items for business pages
- 12 Foreshadow
- 13 Hanging a U-ie, e.g.
- 14 Major industry of Switzerland or the Bahamas
- 15 Sunning
- 16 Dying (with "out")

COUNTERCLOCKWISE

- 1 Actor Bob of *Who Framed Roger Rabbit*
- 2 "You shall not crucify ____ upon ..."
- 3 You might have lots to thank for this
- 4 Mailing
- 5 Magician Doug
- 6 Kvetching
- 7 One theory of the origin of the universe (2 wds.)
- 8 Acting hysterically
- 9 Something that's nice to hit (2 wds.)
- 10 Like Ferdinand Marcos and Manuel Noriega
- 11 Group on "the shores of Tripoli"
- 12 Poll figure
- 13 Put on the rack
- 14 *A Clockwork Orange* author
- 15 Negotiates
- 16 Salmon factory workers



At last! A monstrous ice cream concoction that you can enjoy without guilt. Hidden within the sundae-shaped grid below are the names of 28 dishes and toppings found in an ice cream parlor. Answers may read horizontally, vertically, or diagonally, but always in a straight line. Some answers will

pass over the shaded circles in the grid; in these cases, the letters needed to complete the words should be entered in the appropriate circles. When you're finished, the letters in the shaded circles will spell, reading line by line from left to right, the answer to the riddle above the grid. **ANSWER, PAGE 42**

Why was Jimmy such a good soda jerk?

```

      S E
    N E J O
  I Y Y
    R O
      U R R O I C
    E C R B W E A
      P M W H B L I N L E
    E E L P P A E N I P
      I A T Y U S S N O E N
    Y N O U R K R P O L S
  A T R G O Y R B N A C P T
L C T O C S R T T U B E T H
  E S A T E S H O S M
    M R Y P T H R I C O L
    O A S A I O P N L H
    H O R N L Y F R O
    O A M S A T T H
    E E C L E S F K
      I N K O O A T F
        O A H S U I R
        T H C G J S A E
        E S E B I T F H
          B Y A M T R
          H R N M O
          B R A I N P
            L N T
            A S
              C
            O P N K
          W I L D L E R E D
        I T H R S P I C B R A C
      C O K I E S T U N A W U D Y
  
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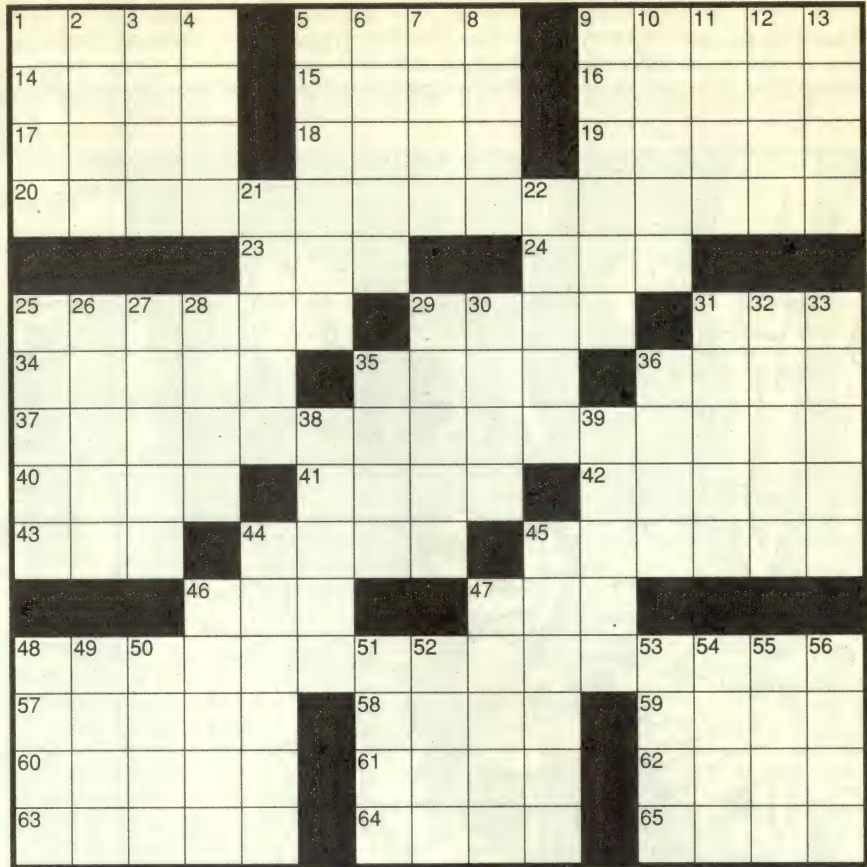
BANANA SPLIT
 BLACKBERRIES
 BLACK COW
 BROWNIES
 BUTTERSCOTCH
 CARAMEL
 CAROB CHIPS
 CHERRY
 CHOCOLATE SYRUP
 CONE
 COOKIES
 FLOAT
 GRANOLA
 HOT FUDGE
 JIMMIES
 MALT
 OREOS
 PARFAIT
 PEANUTS
 PECANS
 PINEAPPLE
 RAISINS
 RASPBERRIES
 SHAKE
 SODA
 SUNDAE
 WALNUTS
 YOGURT

ACROSS

- 1 "Will that be ____ or charge?"
- 5 Sighing word
- 9 Fable's lesson
- 14 Luau dance
- 15 Domesticated
- 16 Measuring less than 90°, in geometry
- 17 Flower found in the eye?
- 18 Sycamore or cypress
- 19 Tennis star Richards
- 20 Candidate's adviser: 2 wds.
- 23 Metal-laden rock
- 24 Buddhist sect
- 25 Have high hopes
- 29 Cowboy boot attachment
- 31 Taxi
- 34 Smallest amount
- 35 Unclear image
- 36 Aching
- 37 Candidate's early test: 2 wds.
- 40 Attila's followers
- 41 Uriah ____ (Dickens character)
- 42 Get the suds out
- 43 Quantity: Abbr.
- 44 Whereabouts unknown
- 45 Woman's undergarment with stays
- 46 Naughty
- 47 Car makers' group: Abbr.
- 48 Get nearly all the votes: 4 wds.
- 57 Wise old saying
- 58 Just a single time
- 59 Region
- 60 Thighbone
- 61 Annoying insect
- 62 Parka or mackinaw
- 63 High school students
- 64 Gullible fellows
- 65 Finishes

DOWN

- 1 Fashionable
- 2 General atmosphere
- 3 Slender
- 4 Old door fastener
- 5 Clothing
- 6 Sizable
- 7 Prayer's last word
- 8 Appear
- 9 Silas ____ (fictional miser)
- 10 Indian or Arctic
- 11 Ladder step
- 12 Suit to ____: 2 wds.
- 13 Look from a lecher
- 21 Main artery
- 22 Sky blue
- 25 First Greek letter
- 26 Antitoxin
- 27 Fill a canvas
- 28 Beliefs
- 29 Semi-frozen rain
- 30 Paper-making mixture



ANSWER, PAGE 42

- | | | | |
|---------------------------------------|--------------------------|---------------------------------------|---|
| 31 Nickels and dimes | 36 Mix with a spoon | 47 Open the aspirin bottle | 52 ____ <i>Karenina</i> (Tolstoy novel) |
| 32 Got up in the morning | 38 Valerie Harper series | 48 Drift through the air, as an aroma | 53 Doily material |
| 33 Poet Stephen Vincent ____ | 39 Cornfield birds | 49 ____ <i>fixe</i> (obsession) | 54 Steel-making metal |
| 35 Automatic advances, in tournaments | 44 Cake levels | 50 Title | 55 ____ <i>Poets Society</i> |
| | 45 West Point students | 51 Fuel for the fireplace | 56 Devours |
| | 46 Air rifle: 2 wds. | | |

AIN'T IT GRAND! ★

BY JOHN ROBERTS

In this puzzle, a clue is worth a thousand words—that is, each clue leads to a word or phrase beginning with GRAND. For example, the clue "City of southwest Michigan" would lead to

the answer GRAND RAPIDS, while "Famous auto race" is GRAND PRIX. Experts should get a grand total of at least 12 answers.

ANSWERS, PAGE 42

- | | |
|--|--|
| 1. Home run with the bases loaded _____ | 8. Famous Nashville music hall _____ |
| 2. Scenic Colorado River gorge _____ | 9. Group that indicts suspects for trial _____ |
| 3. Painter noted for her primitive style _____ | 10. The Republicans _____ |
| 4. Racetrack bleachers _____ | 11. High-rated chess player _____ |
| 5. Tall timekeeper _____ | 12. Broadway musical based on a Garbo film _____ |
| 6. Instrument for Liberace _____ | 13. Dam on the Columbia River _____ |
| 7. Big closing number in a musical _____ | 14. New York City train depot _____ |

DISORDER IN THE COURT ★★

BY ROBERT LEIGHTON

"Your honor, we will attempt to show that, although this courtroom appears to be in total chaos, everything going on here is directly related to normal courtroom parlance. For example, that man at the lower right is *approaching the*

bench. We will prove that there are 12 further court-related phrases illustrated herein (some of them phonetically). Now, if it please the court, we would like to call our first witness, an expert puzzle solver

ANSWERS, PAGE 42

ANSWERS, PAGE 42



In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 42

The ____ (Tolkien novel)	▼	Hook, ____ and sinker	Take on cargo	Mine rocks	Goods	Sharpen, as the appetite	▼	Lyricist Gershwin	Poker "kitty"	Poems of praise	Totally dis- gusted	▼	* ____ a girl!"	Essayist Ralph Waldo ____	Sitarist Shankar	Colored part of the eye	Pleasant	Obtains
▼	▶	L	▼	▼	▼	▼	▼	▼	▼	▼	▼	I	▼	E	▼	I	h	s
Jeweled crown	▶	i	▼	▼	▼	Wears down, as soil	▶	▼	▼	▼	▼	s	Chemist Curie	▶	m	a	r	e
Avoiding obvious emphasis	▶	n	▼	▼	▼	▼	▼	▼	▼	▼	▼	Swell, in teen slang	Kick out Prudish person	▶	e	▼	t	c
Pee Wee or Della	▶	e	▼	▼	▼	Cool summer drink	The works	Ridicule	Catches off-guard	▶	▼	▼	▼	▼	r	▼	s	e
Snug	▼	▼	Animals' urban home	By this time	Thailand, once	▼	▼	▼	Singer/ actress Turner	Good golf scores	▶	▼	▼	s	Pull a stickup	Astound	39.37 inches	Fireplace residue
▼	▶	▼	▼	▼	Lifebuoy or Lava	Coagu- late	▶	▼	▼	▼	Total idiot	Museum scene	▶	▼	▼	▼	m	▼
Enemies	▶	▼	▼	▼	Spanish hero	▶	▼	▼	▼	▼	▼	Drags away	Folklore beings	▶	n	▼	e	▼
Oz- visiting dog	▶	t	o	t	o	Football official	▶	▼	▼	▼	▼	▼	Car engine cover	Video game company	Tub activity	▶	t	▼
Bike type	▼	▼	Zenith's opposite	Skill Place for a play	▶	▼	▼	▼	Platter	Honolulu greeting	▶	a	l	o	h	a	▼	▼
▼	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Krazy ____ of the comics	▶	▼	▼	▼	Carnival	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Actress Lupino	▶	▼	▼	▼	Chick's mom	Blasting stuff	Have dinner	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Simple sleep- wear	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Unripe, as apples	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Polaris or Sirius	▶	▼	Nevada resort lake	He said, "Open Sesame"	Highest degree Idolizes	▶	▼	▼	Spy writer John	Arranged for open viewing	Sleuth Charlie	▶	▼	▼	▼	▼	▼	▼
▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Actor Baldwin	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Bee's home	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Fat	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
Matinee hero	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
House, to José	▶	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼

WHAT'S THE CONNECTION? ★★

What's the connection between the four objects in each group on these pages? Their names are all parts of familiar compound words or phrases completed by the same word—the connection—which is represented by one of the pictures at the bottom of the opposite page. For example, if one set

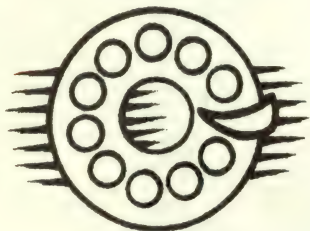
showed a BEAN, a CARPET, a HAND, and some TEA, you'd match it with BAG to make BEANBAG, CARPETBAG, HANDBAG, and TEA BAG. In some sets, the connection word will begin all the compound words and phrases; in the others, it will end them. Now it's up to you to make the right connections.

ANSWERS, PAGE 42

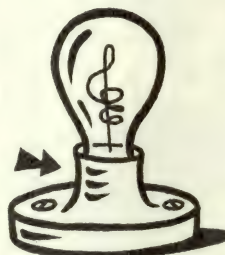
1.



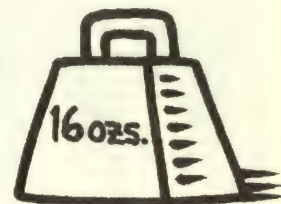
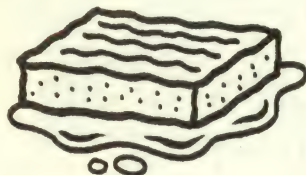
2.



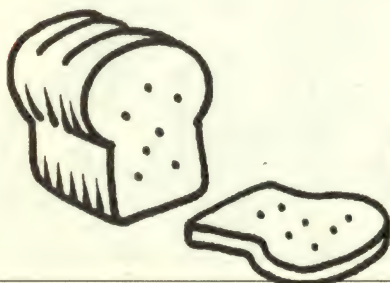
3.



4.



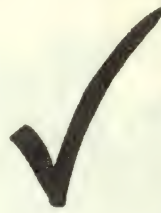
5.



6.



7.

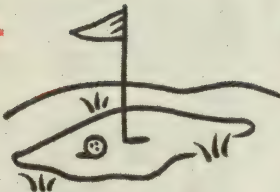


8.



CONNECTIONS

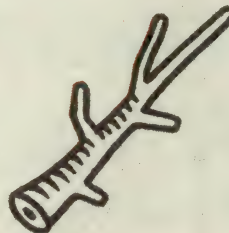
a.



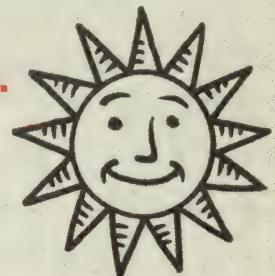
b.



c.



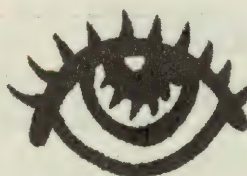
d.



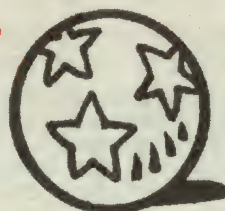
e.



f.



g.



h.



Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 42

1. CRYPTOON

FUZIQ VUQYQ LPNAQGY
RGQ ZLSQQS ZNMGQYYZHQ,
FQ FQGQ UJMZLD VJ YQQ
EJPG *YRV YBJGQY, LJV
*LZLVQLSJ.



2. BLOCKBUSTER RECIPE

LZ KYR EJT QRTI LTQY
QPI ZJTQJNK BLZI YZ JT
IBIXIT-KIJF-YBA ULFB, KYR
EJT GJVI J ZYFQRTI LT
QPLN HRNLTINN.—GYXLI-
GJVIF *UIYFUI *BREJN

3. MEMORY AID

DGNDJI WG GWNZXAAJSZ
MWYXWSX'M KOWSX
SBYEXN? EWNWC YWSXQ
GNWY OJY; EXGWNX UWSZ,
OX CJUU LDUU QWB.

4. HOPEFUL FORECAST

BYZKEEM LMEKLYMT
LSKTGL NTWCYK POKKEV,
WCBTDNTH CT KFKOVCTK
KELK DC LMFY YCTKV PCO
M OMNTV GMV.

5. INDIAN SUMMER RELEASE

*PDQAK *BRFIKDU MDNQDF
UDFDUQNIARK, IGUKF ZRL
AKXRUNKI, AK *RFBNU
EAI XRMMRH-GS "FMDDSF
HAIE XAFEDF."

6. DRUMROLL PLEASE

HFFHTPSMQB SAM
TPHYUVSJ BAOMUZOQ
HOGVPSYP, UVF FTPHYUPT
MTVPL YASGOYMSVJ
YAOSMGACS AZ "MAF MPS
YANNHSGNPSML."

7. UNUSUAL TACTIC

SFVN MFSB FY YIFBB
XFYYFCM IFBB *DRF,
DBFSIFCM TFIN
XHYIFVFYX, RSFCMY FC
MHOYH TFIN OYHVNFV
FCYFMNIY.

TIPS AND CLUES

Cipher 1: Ciphertext Q, appearing 16 times, is a good bet to be E. Try these for ciphertext pattern word VUQYQ.
Cipher 2: A one-letter ciphertext word is usually either A or I. Here it's A, and ciphertext JT represents AN.
Cipher 3: A single letter following an apostrophe is usually T or S; with long words, S is more common. Bonus hint: Though E is usually the most common plaintext letter, another vowel beats it here.
Cipher 4: Bigram NT, appearing three times, is plaintext IN.
Cipher 5: Ciphertext F, appearing at the end of four words, represents plaintext S.
Cipher 6: Note the short words SAM, AZ, and MAF. Ciphertext A, common to all three, is likely to be a vowel. Try O.
Cipher 7: The vowels A, E, O, and U do not appear in this cryptogram. Spotting I shouldn't be too difficult.

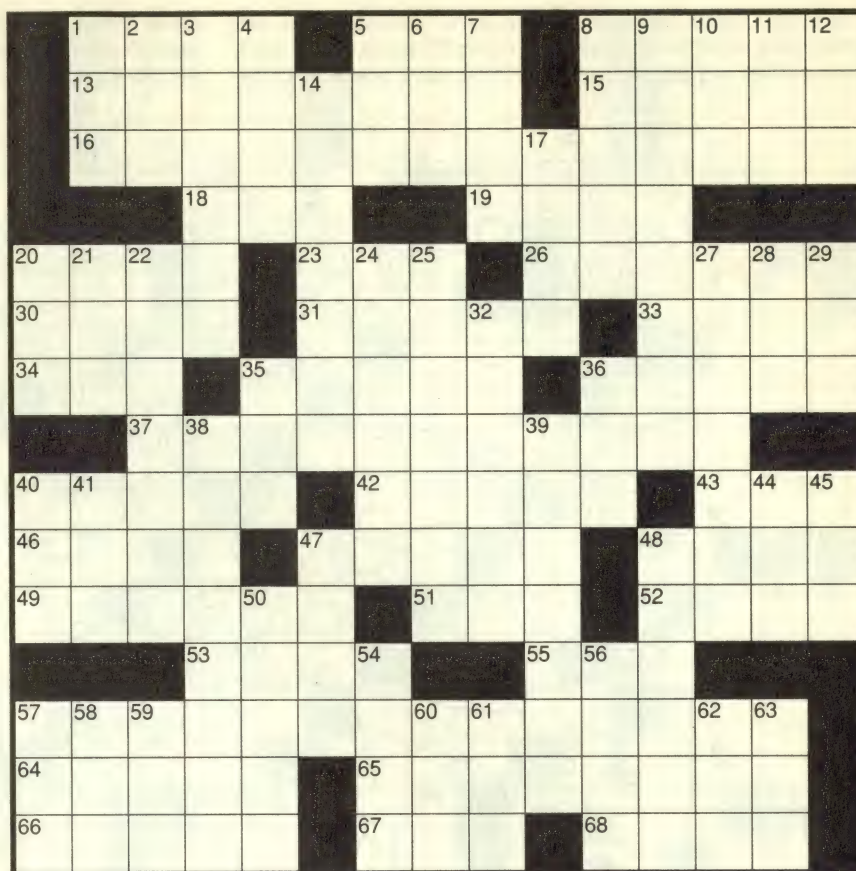
ACROSS

- 1 Inauguration day highlight
 5 Owl's question
 8 Be ready for
 13 Building safety feature: 2 wds.
 15 XXX-rated movies
 16 Capitalistic practice: 2 wds.
 18 Peary's rank: Abbr.
 19 Auctioneer's word
 20 Meter minus a few inches
 23 Under the weather
 26 Celebrated Sergeant of song
 30 Foes of the Allies in WW2
 31 Lord, in feudal law
 33 Kilauea output
 34 Buddhist sect
 35 *Who's Afraid of Virginia Woolf?* playwright Edward
 36 Heathen
 37 Agree: 4 wds.
 40 Spring shapes
 42 Jimi Hendrix's "All ___ the Watchtower"
 43 Took the bait
 46 Bancroft of *The Graduate*
 47 Like an old woman
 48 Duffer's cry
 49 Lumberjack
 51 Commercial

- 52 Tatum's dad
 53 Man's evolutionary ancestors
 55 Drink for two?
 57 Country singer Ford: 2 wds.
 64 Wonderland visitor
 65 Like the rain forest
 66 Socializes with the guests
 67 ___ Juan, Puerto Rico
 68 ___ out (die, as a motor)

DOWN

- 1 Kill, gangster style
 2 Inner tube contents
 3 Sneaker features
 4 Pay attention to
 5 Got the trophy
 6 Much in demand
 7 Metal sources
 8 Target for Tell
 9 Puns and anagrams
 10 Actress Meyers of *Kate & Allie*
 11 ___ and outs
 12 Low digit?
 14 Choreographer Agnes
 17 Rodeo prop
 20 Bosox great's nickname
 21 Prop for the Tin Man
 22 Dishwasher's activity
 24 Qaddafi, for one



ANSWER, PAGE 43

- 25 Former Phillie manager: 2 wds.
 27 Woman's bobbed hair style
 28 Juan Perón's wife
 29 Dashed
 32 Age: 2 wds.
 35 Two-time loser to DDE
 36 Al Bundy's wife
 38 Luxuriousness
 39 Old ballroom dance
 40 Ripken of the Orioles
 41 Lennon's wife
 44 *Deathtrap* author Levin
 45 Sawbuck
 47 Greek war god
 48 Longtime Spanish dictator
 50 Fencer's swords
 54 Fast jets
 56 Rocker Clapton
 57 Scottish cap
 58 Inventor Whitney
 59 Put the kibosh on
 60 Chunk of history
 61 Incredibly long time
 62 Author Fleming
 63 Antlered animal

ALTERED IDENTITIES ★★

BY STEPHEN SNIDERMAN

Each two-word phrase below is actually the name of a well-known person with one letter changed in each name. For example, the phrase BOA HYPE is the result of changing two

letters in BOB HOPE. Can you recognize the rest of the stars hiding behind the altered identities?

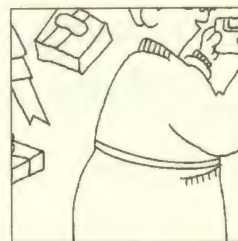
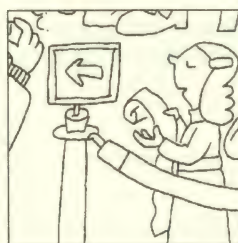
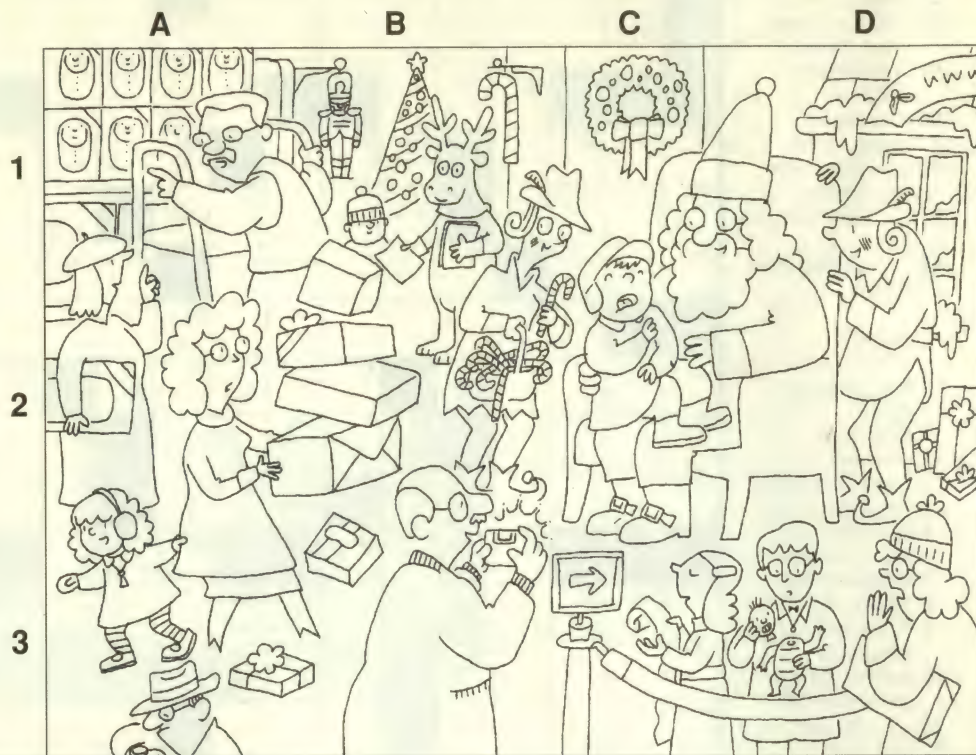
ANSWERS, PAGE 43

- | | | |
|---------------------|-----------------------|-------------------------|
| 1. MAD JEST _____ | 8. CAGY GIANT _____ | 15. GERMAN WORK _____ |
| 2. SEX REEL _____ | 9. JOIN SEATS _____ | 16. DEAD MARLIN _____ |
| 3. DAY LENS _____ | 10. TAN MARINE _____ | 17. SOLE POSTER _____ |
| 4. MEAN PEON _____ | 11. MAN FLEEING _____ | 18. FAKE RUNAWAY _____ |
| 5. HAWK BARON _____ | 12. CHEWY PHASE _____ | 19. SPENDER TRACK _____ |
| 6. POT BOOZE _____ | 13. SALTY FIEND _____ | 20. MAROON BRANDY _____ |
| 7. MORE VITAL _____ | 14. COD SERVING _____ | 21. NORMAL MAULER _____ |

The seasonal shopping scene below is reproduced at the bottom of the page in 12 pieces. Three of the pieces, though, have something added to them, three have something de-

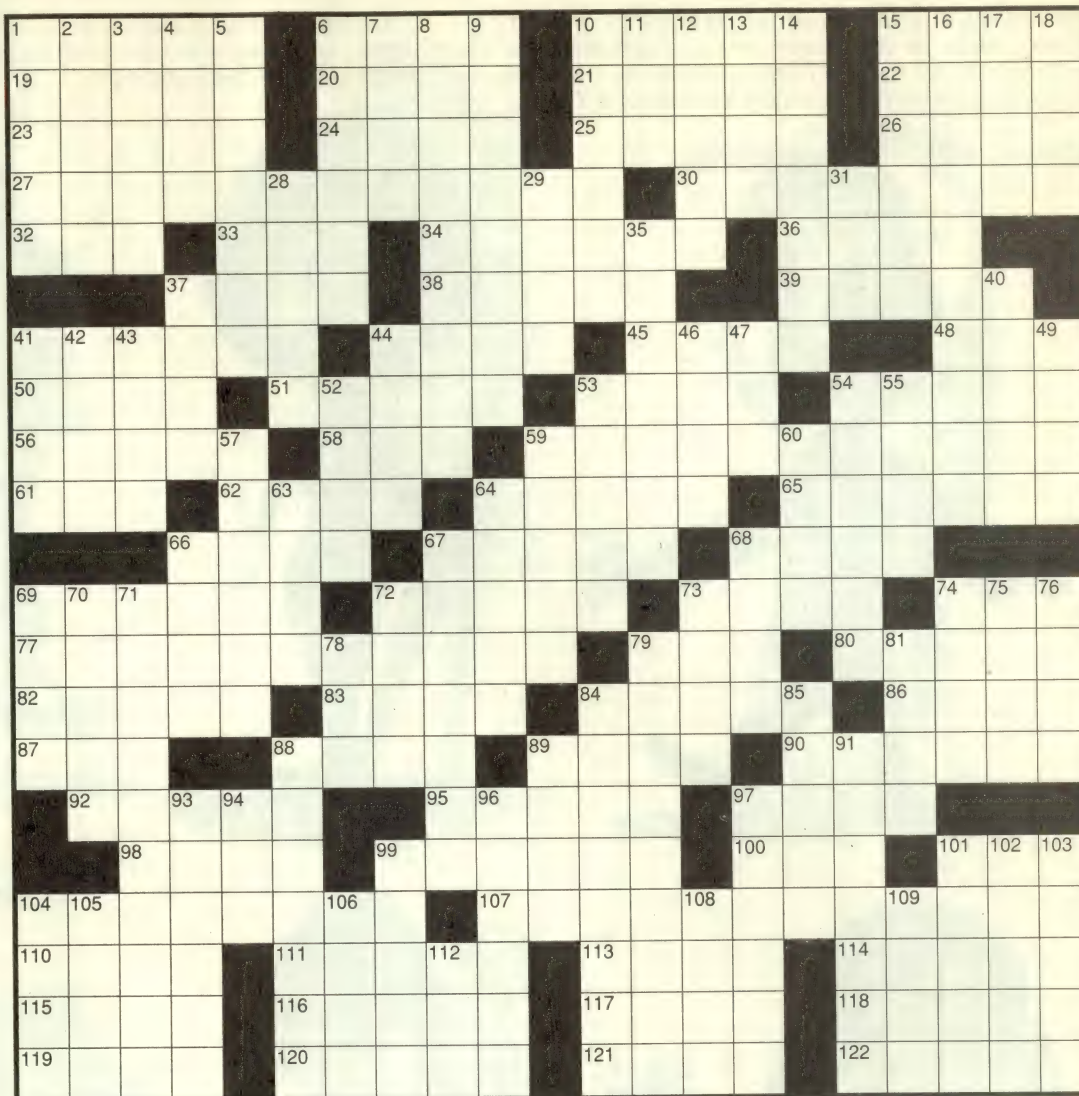
leted, three have something moved in them, and three are exactly the same as they are in the main picture. Studying the art closely, can you put each piece in its proper category?

ANSWERS, PAGE 42



ACROSS

- 1 Rummy cakes
- 6 Fritz's brother
- 10 Scores, e.g.
- 15 Milky gem
- 19 Bouquet
- 20 Unbalanced
- 21 Famed fur trader
- 22 River scooper
- 23 Imperturbable
- 24 Julia of *Romero*
- 25 "Keen!"
- 26 Mint machines
- 27 Like thinkers
- 30 Old autos
- 32 Meet the bet
- 33 Bee chaser
- 34 Mortgaged
- 36 Monopoly token choice
- 37 Bridge need
- 38 Dictator's aid
- 39 Cluster
- 41 Pokes, in a way
- 44 Part of a nursery rhyme meal
- 45 Odium
- 48 Gumshoe
- 50 Nut
- 51 Athlete in need of a lift
- 53 "Deck the Halls" ending
- 54 *The Rights of Man* writer
- 56 Beatrice's adorer
- 58 Interject
- 59 Best director of 1980
- 61 Singer Helen
- 62 Terrier type
- 64 Eaglet's home
- 65 '64 Hitchcock film
- 66 Andy's boy
- 67 Partiality
- 68 DDE was its first supreme commander
- 69 Father of geometry
- 72 Zest
- 73 Carson's replacement
- 74 Roadhouse
- 77 Basic cereal
- 79 Yon fellow
- 80 1:10, for one
- 82 Started
- 83 Sot's sounds
- 84 Jerks
- 86 City on the Truckee
- 87 Plausible alibi
- 88 Word above WALK
- 89 Ambience
- 90 Noted '80s chomper
- 92 C
- 95 Fancy wheels
- 97 "Heavens!"



ANSWER, PAGE 43

DOWN

- 98 Dundee denials
- 99 Speaker part
- 100 Ham transporter
- 101 Vixen's baby
- 104 Tightrope act prop
- 107 He works for Mr. Slate
- 110 Milne's *The House at _____ Corner*
- 111 *Bellefleur* author
- 113 Band for a wedding
- 114 Cabbie's customers
- 115 Year in Nero's reign?
- 116 Spine feature
- 117 Tom Joad, e.g.
- 118 Mind-boggling posters
- 119 Fling
- 120 Assignment
- 121 Fathoms
- 122 Letter's checks
- 18 Minus
- 28 Whoville creator
- 29 Everybody else
- 31 Light-seeing cry
- 35 Shack up together
- 37 Type choice
- 40 Matisse or Rousseau
- 41 Anglo-Saxon man's name
- 42 Washer contents
- 43 Lank
- 44 Spacious
- 46 Out of the gale
- 47 Alley goop
- 49 Sign away
- 52 *The Court Jester* star
- 53 Pernell's TV pa
- 54 '87 Schwarzenegger film
- 55 *Hair* hairdo
- 57 Saw
- 59 Show surprise, perhaps
- 60 Counterfeiter catcher
- 63 *Adventure's* captain
- 64 Butch Cassidy, for one
- 66 Ye ___ Shoppe
- 67 Prism creations
- 68 Mysterious Island resident
- 69 "Tiger in your tank" company
- 70 "Yeah"
- 71 Low-interest lenders
- 72 Tibia's place
- 73 Judy's girl
- 74 List entry
- 75 Vicente Pinzon's caravel
- 76 Lunch time
- 78 Noted first baseman
- 79 Equine
- 81 Chief
- 84 Marsh croaker
- 85 Curling, e.g.
- 88 Instigator of an 1850s case
- 89 Wayne Mansion butler
- 91 Requests
- 93 Cantina snack
- 94 Smits's *L.A. Law* wife
- 96 Print process
- 97 Agra's river
- 99 Veronica's rival
- 101 Truth revealed by Gabriel
- 102 Like xenon
- 103 Checks out
- 104 ___ the crack of dawn
- 105 Inadvisable action
- 106 Home in the woods
- 108 "What's ___ for me?"
- 109 Sprint goal
- 112 High rollers?

DRESS REVERSAL ★★

We're going to have to do something about that new kid in the studio wardrobe department—he's misdelivered the costumes for all our favorite TV shows, and now the actors are dressed entirely inappropriately for their roles. Call him into

my office and I'll have a talk to him. Oh, yes, in the meantime, could you please sort everything out so each character is wearing the correct costume?

ANSWERS, PAGE 43





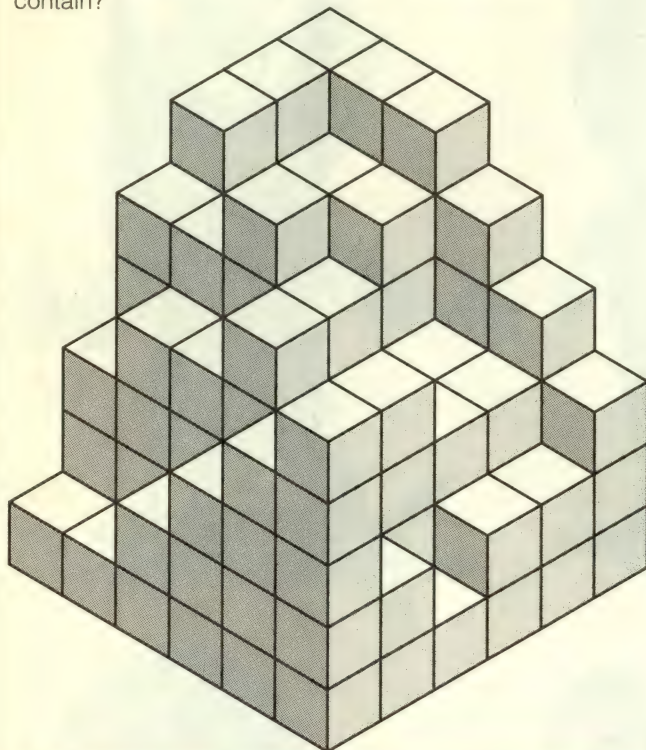
The four brainteasers on this page all involve boxes. Don't be surprised if you encounter some mental blocks while trying them.

ANSWERS, PAGE 43

1. STACKING BOXES

by Ken H. MacLeish

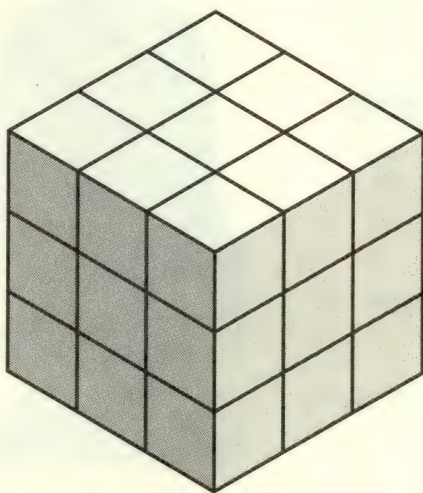
We started with a six-by-six-by-six stack of boxes and removed a number of them, as shown below. If every box has another box beneath it (except for the ones in the bottom layer), what's the largest number of boxes the stack could contain?



2. CUTTING BOXES

by P. M. H. Kendall and G. M. Thomas

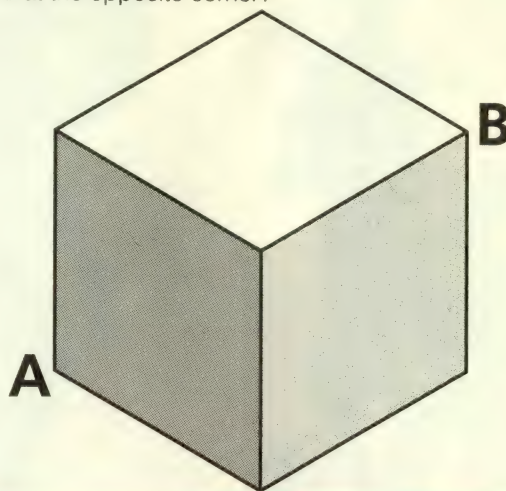
A solid cube measuring three inches on each side may be cut into 27 one-inch cubes by cutting the large cube only six times (along the lines shown) without moving any pieces. By making one cut and placing the slice formed on top of the remainder before cutting again, what's the smallest number of cuts necessary to produce 27 cubes?



3. CROSSING BOXES

by Henry Ernest Dudeney

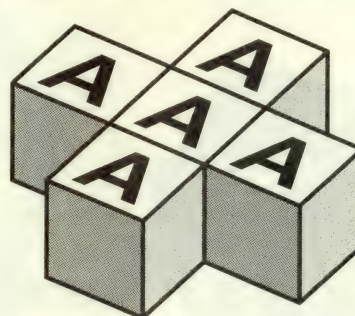
A fly, starting from point A of the box below, can crawl around the four sides of the base in four minutes. What's the minimum amount of time it would take the fly to crawl from point A to point B at the opposite corner?



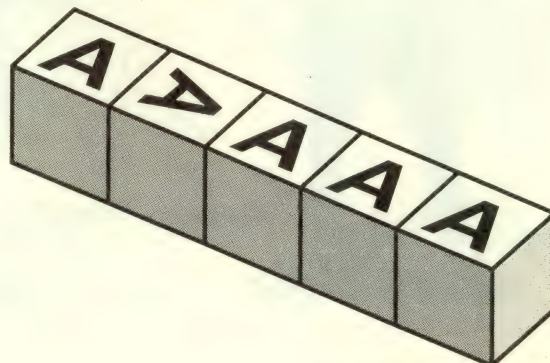
4. TIPPING BOXES

by Roland Sprague

Five cubical boxes, each with an A painted on its top side, stand together in a cross-shaped arrangement as shown below. The boxes are to be brought into line, but they're so



heavy that they can be moved only by tipping them over about an edge. With these conditions, it proves to be impossible to line them up with all the A's oriented upright, and the arrangement finally achieved has one sideways A as shown. Which of the boxes in this row of five was originally in the middle of the cross?



CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 44

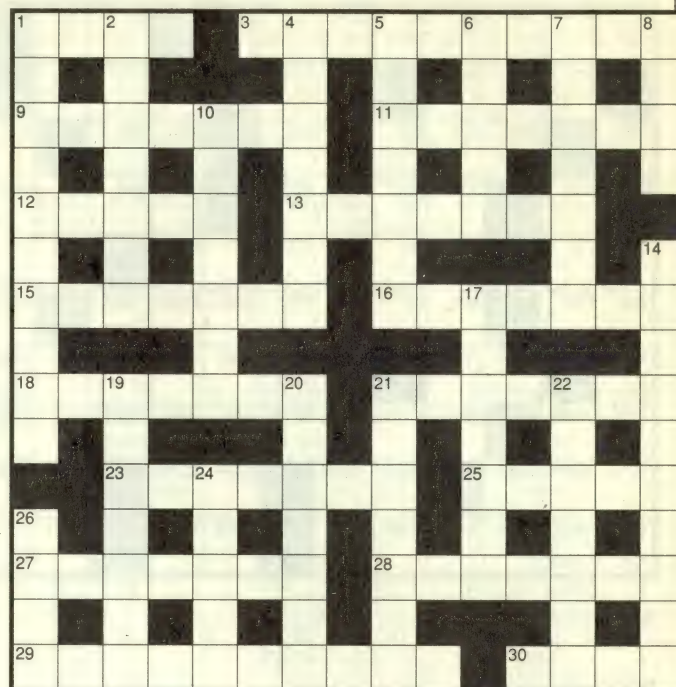
PUZZLE 1 BY FRASER SIMPSON

ACROSS

- 1 No opening on wide highway (4)
 3 First president doing a big load of dishes? (10)
 9 Native in cabin at Urals (7)
 11 Stunt plane from Russia returned to Jagger (7)
 12 Poems misspelled race site in England (5)
 13 Tabloid story: "Wilder Cans Lad" (7)
 15 Plants college in historical records (7)
 16 Be worthy of Ed's backward verse, surprisingly (7)
 18 God! Reds beat L.A. team (7)
 21 Opportunity left somewhere around the altar (7)
- 23 Liberal caught in wild rescue (7)
 25 In favor of no-good time on a fork (5)
 27 Say quietly, "It's turning around rider's footrest" (7)
 28 Lodgers gossip, from what I hear (7)
 29 Postponing spending cut by America (10)
 30 Letters in Greek completely fill counter (4)
- 5 Looking tired, "horrible" Viking eats \$1000 piece of dessert (7)
 6 No crazy wanderer (5)
 7 Teasing flirter! (7)
 8 Microwave seconds of an outlandish skewered meat (4)
 10 Violent behavior ruined par game (7)
 14 Loosest gig bothered earth scientists (10)
 17 Hair product messed up ham—oops (7)
 19 Send away princess's maiden (7)
 20 Inconclusive charge ready to be mailed (7)
 21 Guevara against Reagan insignia (7)

DOWN

- 1 Wide open regions called antelope (10)
 2 Sinatra upset skilled person (7)
 4 Sailor surrounded by ocean rejected map books (7)



- 22 Nearest piece of steel found in storage area (7)
 24 Elgar altered size on a T-shirt (5)
 26 Takes advantage of topless goddesses (4)

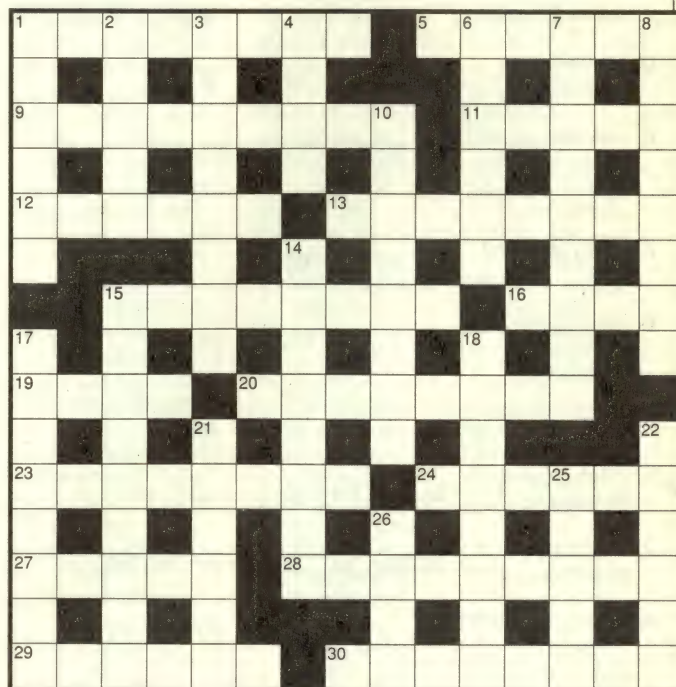
PUZZLE 2 BY ROSALIE MOSCOVITCH

ACROSS

- 1 Bit of lemon in fresh iced tea is fine (8)
 5 Keeps following 150 circus performers (6)
 9 Butcher cut a hen—it is kosher (9)
 11 Auditor's opening everything (5)
 12 Reach a meandering river (6)
 13 Coat actor Steiger maintains we wrinkled (8)
 15 Detectives sheltering stray cranes (8)
 16 Keen, swingin' joint (4)
 19 Blue truck turned yellow (4)
 20 Bugs sip water sloppily (8)
- 23 Lounge around in German underwear (8)
 24 Eskimo not picking up robe (6)
 27 Stool repaired with hammer and saw (5)
 28 Joy's secure, going through different phases (9)
 29 Having a meal: for example, sandwiches at home (6)
 30 Doctor swallowing bit of tuna fish (8)
- 4 Child with empty bag (4)
 6 Brings down cows? (6)
 7 Orchestra members make changes to do windows (9)
 8 Departed after wobbly seat made stable (8)
 10 Singer Berry went ahead and laughed (8)
 14 Gorgeous gal has skirt cut short (8)
 15 Sofa Mr. Brubeck left around mid-month (9)
 17 Dad's brother has hot convertible to strip (8)
 18 Close female friend in Paris sitting on rail, upset (8)
 21 Sean's crazy about Old Spice (6)

DOWN

- 1 Low-grade sheep like plays (6)
 2 Republican and others coming up in a while (5)
 3 Cold people departing in choppers? (8)



- 22 Copper arrests American relative (6)
 25 Fat, round bees swarming (5)
 26 See covers turned over (4)

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 43

1T	2U	3W	4B	5L	6C	7Q	8J		9T	10D		11N	12O	13E	14H	15K	16C	17M		18S	19U	20N
	21K	22L	23P		24J	25Q		26A	27E	28H		29C	30M	31N	32W	33B	34S	35T	36Q		37H	38C
39O		40H	41G	42E	43M	44J		45J	46K		47U	48L	49A		50N	51S	52C	53U	54M	55V	56F	
57U	58N		59K	60U	61T	62P		63U	64A	65V	66D		67J	68H		69F	70T	71N	72C		73H	74B
75R	76S		77W	78T	79V	80O	81J	82U		83W	84C	85P	86D	87I	88J	89G		90K	91T	92M	93P	
94Q	95N		96F	97O	98S	99T	100E	101U	102B		103V	104I	105U	106N		107K	108M		109J	110F	111G	112P
113V		114B	115S		116K	117L	118T	119N	120D	121O	122M	123G	124Q	125S	126C		127T	128S	129I		130E	131R
132Q	133O		134U	135N	136M	137W	138C	139Q	140F	141T	142R		143U	144A	145O	146J	147G		148V	149B		150T
151U	152C	153D		154V	155M		156R	157A		158B	159O	160N	161E		162K	163P	164I	165V		166U	167O	
168C	169R	170H	171M	172A	173E		174G	175K		176Q	177C	178N	179A	180R	181V	182S	183D	184O				

A. Balderdash, or sows' laundry? 144 157 172 26 179 49 64

B. Leader of the Isma'ili Muslims (2 wds.) 74 102 114 158 4 33 149

C. Hanna-Barbera's first TV cartoon series (3 wds.) 84 6 152 168 38 52 29 138 16 177 72 126

D. University governor 120 153 183 10 66 86

E. Volcano Island captured by the U.S. in 1945 (2 wds.) 100 161 173 13 27 130 42

F. Chilly fast-food drink 56 69 140 96 110

G. Rain shelter for window shoppers 174 41 89 111 123 147

H. Dinghy or dory 170 14 37 73 68 40 28

I. "Get ___ to a nunnery" 87 104 129 164

J. Precisely (3 wds.) 45 146 67 8 88 81 24 109 44

K. Lipps, Inc. hit of 1980 46 21 90 59 15 107 116 162 175

L. Major newspaper in Washington, New York, or Denver 117 5 22 48

M. Classic tragedy by Sophocles (2 wds.) 108 171 17 30 136 122 155 43 54 92

N. Larry McMurtry novel made into a Robert Duvall miniseries (2 wds.) 71 95 106 11 31 119 135 20 50 160 178 58

O. The road to Hell is paved with good ones 80 97 121 184 12 133 145 167 159 39

P. Musical based on L. Frank Baum's characters (2 wds.) 93 163 23 62 85 112

Q. Classic 1934 W.C. Fields film (3 wds.) 124 139 132 176 7 36 25 94

R. Texas's top cash crop 75 131 142 156 169 180

S. Capital of Amenhotep IV 51 76 128 34 125 182 18 98 115

T. Two-time "title role" for Mel Gibson (2 wds.) 150 61 127 9 78 35 99 91 1 118 70 141

U. Moonshine (2 wds.) 63 19 47 143 105 2 134 82 57 166 101 151 60 53

V. Barbara Walters specialty 148 165 181 65 55 79 154 113 103

W. Deliberately lose, as a fight 3 77 32 137 83

ABRIDGED VERSIONS ★★

BY FRASER SIMPSON

We've abridged the titles below by removing all but the first occurrence of each letter as well as any spaces and punctuation. So, for example, ONE FLEW OVER THE CUCKOO'S NEST would appear as ONEFLWVRTHCUKS. Can you identify the original versions?

ANSWERS, PAGE 43

Abridged Television

1. MURDESHWOT _____
2. ONELIFTV _____
3. ENTRAIMOUGH _____
4. GILANSD _____
5. WHELOFRTUN _____
6. HILSTREBU _____
7. THEONYMRS _____

Abridged Movies

8. LETHAWPON _____
9. TOSIE _____
10. ETHXRASIL _____
11. MISPBURNG _____
12. THELIMRAD _____
13. DEAPOTSCIY _____
14. METINSLOU _____

Abridged Plays

15. PETRAN _____
16. WESTIDORY _____
17. ASTRECNMDI _____
18. HELODY _____
19. THEMPs _____

Abridged Books

20. ANKREI _____
21. ANDTHERWO _____
22. THERMUSK _____
23. ACONETIUyKGRHS _____
24. AFREWLtOMS _____
25. THEOBI _____

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY HENRY HOOK

Gallimaufry

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 41. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 40).

HARD CLUES ★★★

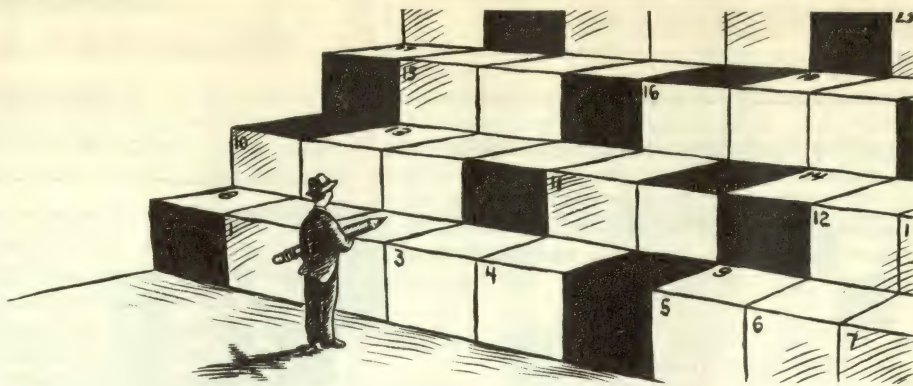
ACROSS

- | | | |
|---|--|--|
| 1 Multiplying outcome | 59 Microwave | 125 Dandy |
| 8 Hungarian cavalryman | 60 They often make the grade | 126 Super-narrow? |
| 14 Viola's brother, in <i>Twelfth Night</i> | 63 Where the Hawks play | 128 Letters on popular buckets |
| 23 Buffet | 65 Twice <i>tres</i> | 131 Scam |
| 24 Play the temptress | 68 Newscast openers | 134 "___ the news today, oh boy" (Beatles lyric) |
| 25 Life | 74 ___ the hat (thanks) | 137 Hamburger's tongue |
| 26 Analyze the horse race | 77 Hike | 139 archy, for one |
| 27 Clink | 79 Weaver's Mount | 142 Wrong |
| 28 Brunhilde and her sisters | 80 Carried by cart | 144 Pennsylvania Indians |
| 29 Cheers from the barreras | 82 In reserve | 146 <i>Planet of the Apes</i> planet |
| 30 Vein contents | 83 Vatican rel. | 147 Festive send-off |
| 31 ___ <i>Soleil</i> (Louis XIV) | 84 French horn | 150 Nipper's company |
| 33 Mid-second century date | 85 Work in the mailroom | 151 Robert Morse's Tony-winning role |
| 34 ___ Helens | 87 Swamp | 152 Viking, e.g. |
| 35 Convoy unit | 89 Agent's cut | 154 Wells? |
| 36 Bulldog backer | 91 Hit bottom? | 155 Like the Yokum boy |
| 37 She won an Oscar as Alice Hyatt | 93 Fish, in a way | 156 One of "the twain" |
| 41 Adverb ending? | 95 Spur | 158 Coffeehouse container |
| 42 Thematic collection | 96 Farm units | 159 Dior creation |
| 43 Oodles | 98 Fourth century worshipper | 160 "Prufrock" poet's initials |
| 45 Brom Bones's prey | 99 Expired | 161 Ethiopian princess of opera |
| 47 Pigeon's perch | 101 Elmer Gantry's creator | 162 Melee |
| 49 Razz | 103 Actors Jennifer and Ed | 165 Finch's cousin |
| 50 Bloodhound's clue | 105 Mere bit | 168 Realized |
| 51 Sounds the clarion | 106 ___-Saud | 170 Consequentially |
| 53 Kenmore purveyor | 107 Singer | 171 Baffler |
| 55 Timbuktu's river | 109 The man without a country | 172 Keeps anger pent up |
| 57 Emulated Humpty Dumpty | 111 Museum items | 173 Masters or Johnson |
| 58 Possess, à la Pierre | 113 William Hurt's <i>Body Heat</i> role | 174 Puts the VCR counter to 0000 |
| | 114 Plant events in a recession | 175 Like combination locks |
| | 116 Sheet music? | |
| | 117 Postprandial drink | |
| | 119 Hart's partner | |
| | 120 Rick's onetime love | |
| | 122 Scarlett O'Hara, e.g. | |

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK
UNTIL YOU READ
PAGE 39!

EASY CLUES ★



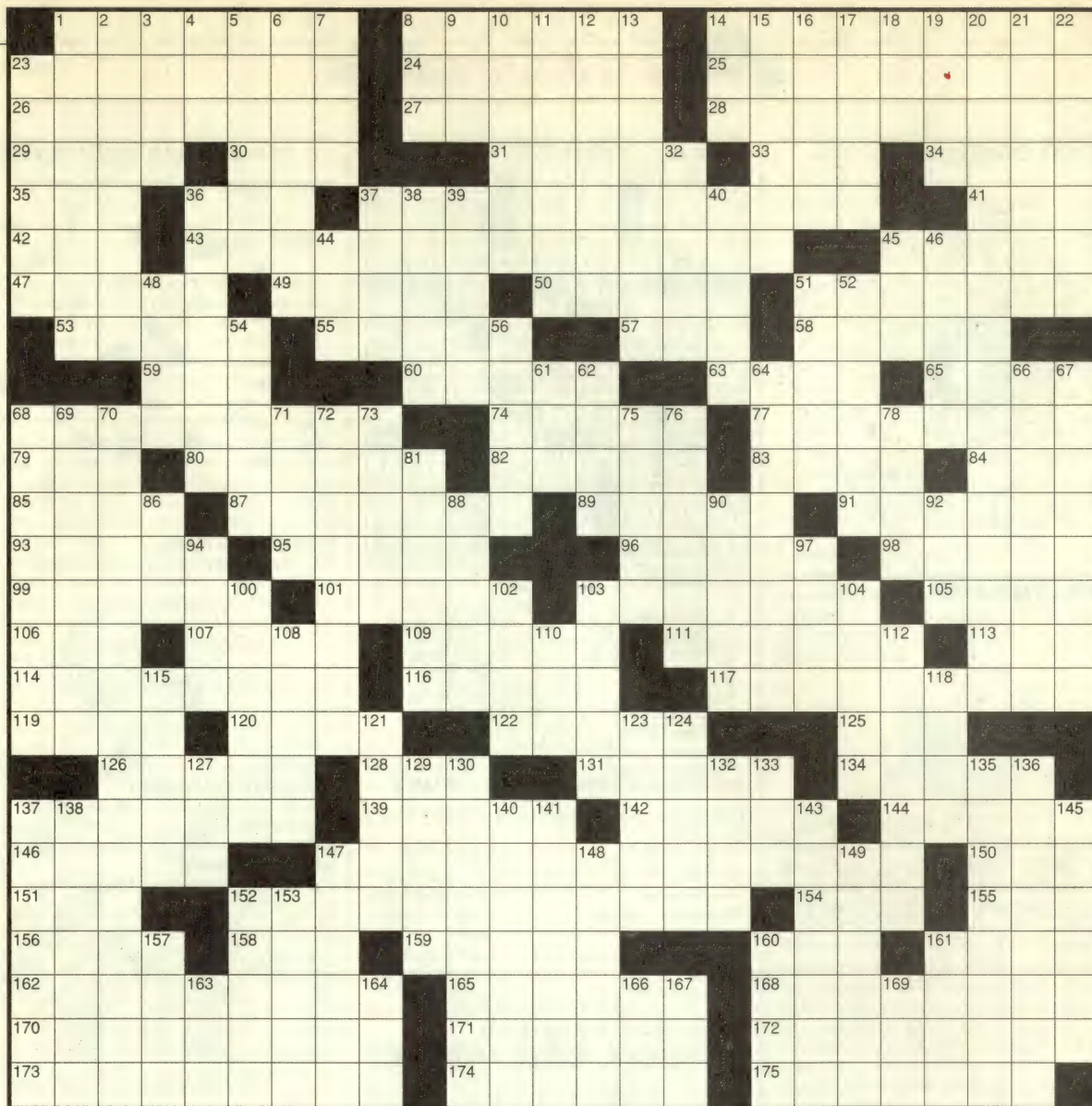
ACROSS

- 1 Gross national
8 European
cavalryman (AS
RUSH anag.)
14 Johann ____
Bach
23 Sideboard
without legs
24 Lure
25 State of being
26 Physical
disability
27 Picnic
container
28 Maidens of
Valhalla
29 Bullfight cries
30 Mine rock
31 "Vive ____!"
("Long live the
king!"): 2 wds.
33 151, Roman-
style
34 ____ Helens
(U.S. volcano):
2 wds.
35 Equip
36 Actor Wallach
37 *Alice Doesn't
Live Here
Anymore*
actress: 2 wds.
41 Ending for
"tutor" or
"editor"
42 Collection of
literary
snippets
43 Large amounts:
2 wds.
45 Construction
site lifter
47 Shelflike
building feature
49 Deride jeeringly
50 Aroma
51 Announces
53 Penney's rival
55 Country of
north central
Africa
57 Perched
58 To have: Fr.
59 Ray gun sound
effect
60 Tests
- 63 Science
magazine
65 Six: Sp.
68 Locations listed
at news stories'
beginnings
74 The ____ the
iceberg: 2 wds.
77 Enlarge
79 Mount ____
(Charley
Weaver's home)
80 Moved by cart
(RED DAY
anag.)
82 Kept chilled:
2 wds.
83 The Pope's
religion: Abbr.
84 Horn: Fr.
85 Ilk
87 Infest
89 Decimal
fraction
91 Colonize
93 Tapered fishing
net
95 Rouse to
action: 2 wds.
96 TV oldie *Green*

98 Ending for
"sect" or
"parliament"
99 Became used
up: 2 wds.
101 ____ and Clark
103 Playwright
Eugene and
family
105 Greek's I
106 Son, in Arabic
names (BIN
anag.)
107 *Mona ____*
109 Fastballer
Ryan
111 Objects from
ancient cultures
113 Actor Beatty
114 Acts of shutting
116 "Zzzzzzzz ..."
117 Small cup of
espresso
119 John of
*Entertainment
Tonight*
120 Ingrid's role in
Casablanca
- 122 Charming
southern lass
125 Fellow
preoccupied
with his attire
126 Excellent report
card?
128 Col. Sanders's
place, for short
131 Con game
134 "All I know is
just what ____ in
the papers"
(Will Rogers
saying): 2 wds.
137 "*Sprechen Sie
____?*"
139 Annoying
kitchen insect
142 Unsuitable
144 Great Lakes
Indians
146 Our planet
147 Gala farewell
for vacationers:
3 wds.
150 U.S. TV brand
151 Author Capote,
to friends
152 Swedish or
Finnish, e.g.
154 Stammering
sounds
155 "____ Abner"
156 Sunrise
direction
158 Ornate vase
159 Straighten: Var.
160 Mao ____-tung
161 Verdi's
Egyptian opera
162 Football
practice game
165 Small European
songbird (NET
NIL anag.)
168 Reached, as a
goal
170 Immediately
afterward
171 Riddle
172 Burns without a
flame
173 Dr. Ruth, e.g.:
2 wds.
174 Bowling alley
buttons
175 Lacking
musical tonality

DOWN

- 1 Sugar-coated
nut candies
2 Traitor
3 ____ and ends
4 Agnus ____
(Lamb of God)
5 7-Up nickname,
in ads
6 Supporter of
pre-1917
Russian rulers
7 Cassette
contents
8 TV oldie ____
Ramsey
9 ____, *dos, tres*
10 Pilfered
11 Movies before
talkies
12 Sour-tempered
13 Sends via a
detour
14 Quite a few:
Abbr.
15 Demands, as
payment
16 *Crystal of City
Slickers*
17 Invite to enter:
2 wds.
18 Pigs' home
19 Four years, for
the President
20 First
impressions:
2 wds.
21 ____ eights
("dead man's
hand" in
poker): 2 wds.
22 Snuggles
comfortably
23 Of church
singing
32 One of
Chekhov's
"Three Sisters"
(IN AIR anag.)
36 Green gem
37 Same: Prefix
38 Sudden forward
movement
39 Rubber
emulsion used
in paint
40 Brief, vigorous
contest
- 44 ____ Francisco
45 ____-Magnon
man
46 Elevate
48 Stare
51 Barbera's
cartooning
partner
52 Ousts a tenant
54 Vice-President
Agnew
56 Boca ____,
Florida
61 Part of an hour:
Abbr.
62 ____ and polish
64 Actress Pfeiffer
66 Separates from
the group
67 Sing to one's
love
68 Voting region
69 Cute as a
button
70 Huge, mean
prehistoric
beast: 2 wds.
71 Central part of
a church
72 Monocle
73 Worstest cloth
used in suits
75 Arctic or Indian
76 Sportsman with
a sword
78 Perlman of
Cheers
81 ____ one's
sorrows (drinks
to forget)
86 What it "takes"
to tango
88 Labor group
90 Attempted
92 Three: Prefix
94 Humdinger
97 Slender
100 Tennis coach
lon (AIR TIC
anag.)
102 Messy person
103 Sixteen oz.:
2 wds., abbr.
104 Genre featuring
bug-eyed
aliens
108 Psalms word
(SHALE anag.)
110 Plural of "is"
- 112 Building levels,
in Britain
115 ____-al-Arab,
Iraqi river
(THAT'S anag.)
118 Imitator
121 Ohio city
123 Playwright
Pirandello
124 Nine: Prefix
(ANNEE anag.)
127 Cigar remnant
129 Actress Jane of
Klute
130 One with trivial
objections
132 ____ Crunch
(cereal brand)
133 ____-Locka,
Florida
135 Pan Am and
TWA
136 Ones who
make rulings
137 Hates
138 Pain affecting
hearing
140 Poison found in
hemlock (I NO
NICE anag.)
141 ____ Port
(Kennedys'
Cape Cod
home)
143 "Would I lie to
you?": 2 wds.
145 Dieters' meals
147 Maine city
148 Get back at
149 1982 Richard
Pryor flop:
2 wds.
152 Make a recap:
2 wds.
153 Crinkly fabric
(PACER anag.)
157 Grow weary
160 Chore
161 Assistant
163 Tex-____ (border
cooking style)
164 Suffix for
"persist" or
"consist"
166 Ambulance
worker: Abbr.
167 ____ in "Thomas":
2 wds.
169 Everything



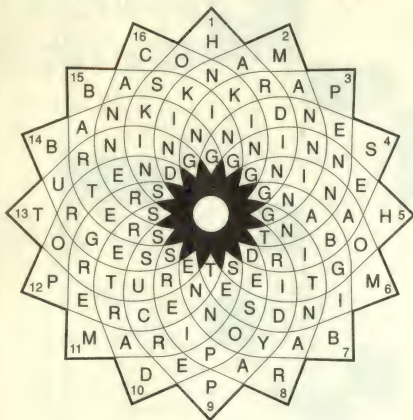
ANSWER, PAGE 45

HARD CLUES (CONTINUED)

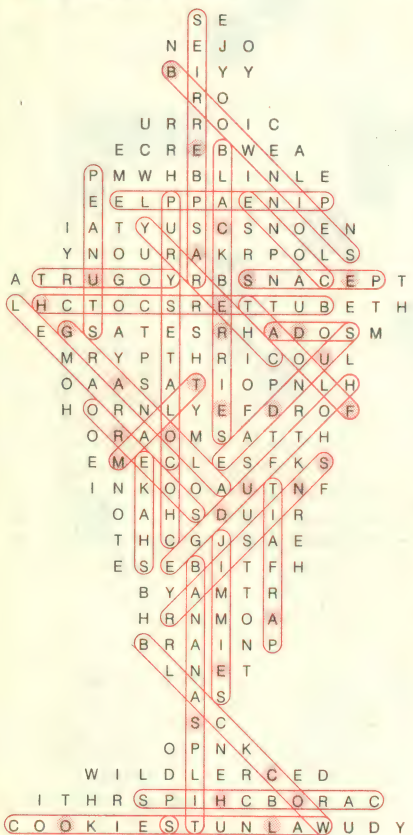
DOWN

- | | | | | | |
|-------------------------------|-------------------------------|--------------------------------------|--------------------------------|---------------------------------|-----------------------------------|
| 1 New Orleans treats | 17 Bid enter | 51 Actress Schygulla | 76 Expert at ripostes | 123 Mario's Nintendo brother | 143 Dubious directive |
| 2 Side changer | 18 Ophthalmology case | 52 Bounces | 78 Ostrich's kin | 145 Spa lunches | 147 Stephen King's home |
| 3 Book value? | 19 Sentence | 54 Dick's veep | 81 Overwhelms | 124 Octa- plus one | 148 Settle an old score |
| 4 Agnus ____ | 20 Gut instincts | 56 Sell out | 86 Love seat capacity | 127 Louisville Slugger material | 149 Richard Pryor "title role" |
| 5 Soft drink nickname | 21 ____ eights (unlucky hand) | 61 Lots of secs. | 88 Victors in '65 | 129 <i>The Wrong Man</i> star | 152 Recap |
| 6 February Revolution opposer | 22 "____ makes the very best" | 62 Point of land | 90 Taxed | 130 Faultfinder | 153 ____ myrtle (ornamental tree) |
| 7 Sprinter's goal | 23 Like records of hymns | 64 Bilingual Beatles song | 92 Hex- halved | 132 Skipper, for short | 157 Potential swing |
| 8 TV role for Richard Boone | 32 Sister of Olga and Masha | 66 Strands | 94 Doozy | 133 WW2 cost-control org. | 160 Assignment |
| 9 Top <i>numero</i> | 36 Strong green | 67 Mozart's <i>Haffner</i> , for one | 97 Meager | 135 Northwest and Eastern | 161 Second |
| 10 Hot | 37 Iso- | 68 Zone | 100 Ion of tennis | 136 Judges | 163 Tex-____ |
| 11 Valentino films | 38 Épéeist's ploy | 69 Just so cuddly | 102 Oscar Madison, e.g. | 137 Can't brook | 164 Ending for "insist" |
| 12 Sour | 39 Milkweed yield | 70 Largest carnivore ever | 103 Butter box amt. | 138 Otagia | 166 M.D.'s helper |
| 13 Helps avoid traffic, maybe | 40 Squabble | 71 Basilica feature | 104 Heinlein forte | 140 Hemlock poison | 167 Prof's helpers: Abbr. |
| 14 A fair no. of | 44 Pedro or Pablo | 72 Spectacle | 108 Mysterious Psalms word | 141 Town near Nantucket Sound | 169 Cheer rival |
| 15 Insists upon | 45 Magnon lead-in | 73 Conductor Koussevitsky | 110 Coexist | | |
| 16 Nightstick | 46 Diligent worker's reward | 75 Neptune's sphere | 112 Flat levels? | | |
| | 48 Glad eye | | 115 ____-al-Arab (Iraqi river) | | |
| | | | 118 Mimic | | |
| | | | 121 Rubber spot | | |

23 PETAL PUSHERS



24 PARLOR GAME

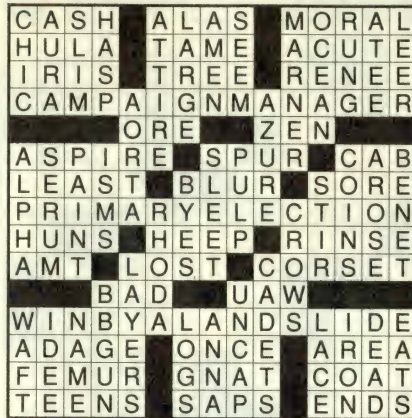


The riddle answer: Because he graduated from sundae school.

28 WHAT'S THE CONNECTION?

- 1-g, ball (cornball, basketball, mothball, screwball)
- 2-d, sun (sundial, sunglasses, Sunbelt, sunscreen)
- 3-f, eye (eyetooth, eyeliner, eye socket, eyelid)
- 4-b, cake (sponge cake, cupcake, pancake, pound cake)
- 5-c, stick (breadstick, lipstick, drumstick, fish stick)
- 6-h, house (clubhouse, tree house, porterhouse, doghouse)
- 7-e, book (cookbook, pocketbook, checkbook, notebook)
- 8-a, green (green card, green thumb, green light, greenhorn)

25 POLL POSITION



25 AIN'T IT GRAND!

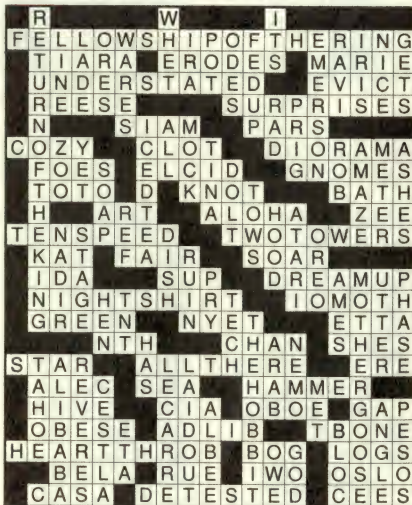
1. Grand slam
2. Grand Canyon
3. Grandma Moses
4. Grandstand
5. Grandfather clock
6. Grand piano
7. Grand finale
8. Grand Ole Opry
9. Grand jury
10. Grand Old Party
11. Grand master
12. Grand Hotel
13. Grand Coulee
14. Grand Central Terminal (or Station)

26 DISORDER IN THE COURT

The phrases illustrated are (approximately from top to bottom):

1. Hung jury
2. Pronouncing sentence
3. Pleading the fifth
4. Filing a suit
5. Charging the jury
6. Grounds for appeal (a peel)
7. Hearing a case
8. Cross-examination
9. Waiving their rights (waving their right hands)
10. The defense rests
11. Taking the stand
12. Summing up

27 PENCIL POINTERS



32 PICTURE IMPERFECT

Pictures with something added:

- 2A (cap)
- 2B (ribbon)
- 3B (belt)

Pictures with something deleted:

- 1A (mustache)
- 1B (papers)
- 1C (bow on wreath)

Pictures with something moved:

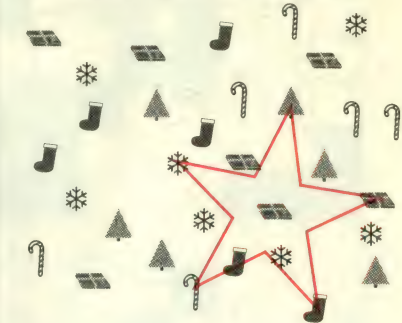
- 1D (snow)
- 2D (costume edge)
- 3C (arrow)

Pictures with no changes:

- 2C
- 3A
- 3D

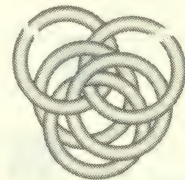
18 CHRISTMAS BEGUILERS

UNRAVELING THE WRAPPING PAPER



FIVE GOLDEN RINGS

Two rings must be cut as shown below:

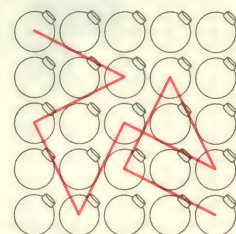


STRINGING YOU ALONG

The burned-out bulb should be orange. The first letters of the bulbs' colors correspond in order to the first letters of the words in the instructions.

CHRISTMAS KNIGHT

The knight's moves should be as follows:



30 DSZQUPHSBNT!

1. CRYPTOON. "While these numbers are indeed impressive, we were hoping to see your SAT scores, not Nintendo."
2. BLOCKBUSTER RECIPE. If you can tune into the fantasy life of an eleven-year-old girl, you can make a fortune in this business.—moviemaker George Lucas
3. MEMORY AID. Afraid of forgetting someone's phone number? Borrow money from him; before long, he will call you.
4. HOPEFUL FORECAST. Umbrella salesman spends income freely, counting on everyone else to save money for a rainy day.
5. INDIAN SUMMER RELEASE. Kevin Costner leaves reservation, turns mob informant, in Oscar hit follow-up *Sleeps With Fishes*.
6. DRUMROLL PLEASE. Apparently not reaching youthful audience, hip preacher tries conducting countdown of "Top Ten Commandments."
7. UNUSUAL TACTIC. Rich girl is still missing till FBI, flirting with mysticism, brings in gypsy with psychic insights.

68 LOST CAUSES

1. Baby carriage
2. Dairy cow
3. Campfire
4. Sculpture
5. Funhouse mirror
6. Marionette
7. Elevator
8. Swing

37 CRYPTIC CROSSWORD 1

ACROSS

- 1 Road (broad - b)
- 3 Washington (washing ton)
- 9 Natural (cabin AT URALS)
- 11 Gimmick (MiG + Mick)
- 12 Epsom (poems)
- 13 Scandal (cans lad)
- 15 Annuals (U + annals)
- 16 Deserve (Ed + verse)
- 18 Dodgers (god Reds)
- 21 Chance (chance + L)
- 23 Salvage (L + savage)
- 25 Prong (pro + n.g.)
- 27 Stirrup (purr + it's)
- 28 Roomers (rumors)
- 29 Suspending (spending + U.S.)
- 30 Etas (sate)

DOWN

- 1 Rangelands (rang + elands)
- 2 Artisan (Sinatra)
- 4 Atlases (salt + sea)
- 5 Haggard (Hagar + G + d)
- 6 Nomad (no + mad)
- 7 Trifler (flirter, & lit.)
- 8 Nuke (aN oUtlandish sKewered mEat)
- 10 Rampage (par game)
- 14 Geologists (loosest gig)
- 17 Shampoo (ham oops)
- 19 Dismiss (Di's + miss)
- 20 Stamped (stampede - e)
- 21 Chevron (Che + v. + Ron)
- 22 Closest (s + closet)
- 24 Large (Elgar)
- 26 Uses (Muses - M)

37 CRYPTIC CROSSWORD 2

ACROSS

- 1 Delicate (l + iced tea)
- 5 Clowns (CL + owns)
- 9 Authentic (cut a hen it)
- 11 Whole (hole)
- 12 Arrive (a + river)
- 13 Furrowed (fur + Rod + we)
- 15 Derricks (dicks + err)
- 16 Knee (keen)
- 19 Navy (van + Y)
- 20 Wiretaps (sip water)
- 23 Lingerie (lie + in + Ger.)
- 24 Kimono (esKIMO NOT)
- 27 Tools (stool)
- 28 Happiness (pin + phases)
- 29 Eating (e.g. + at + in)
- 30 Surgeon (surgeon + t)

DOWN

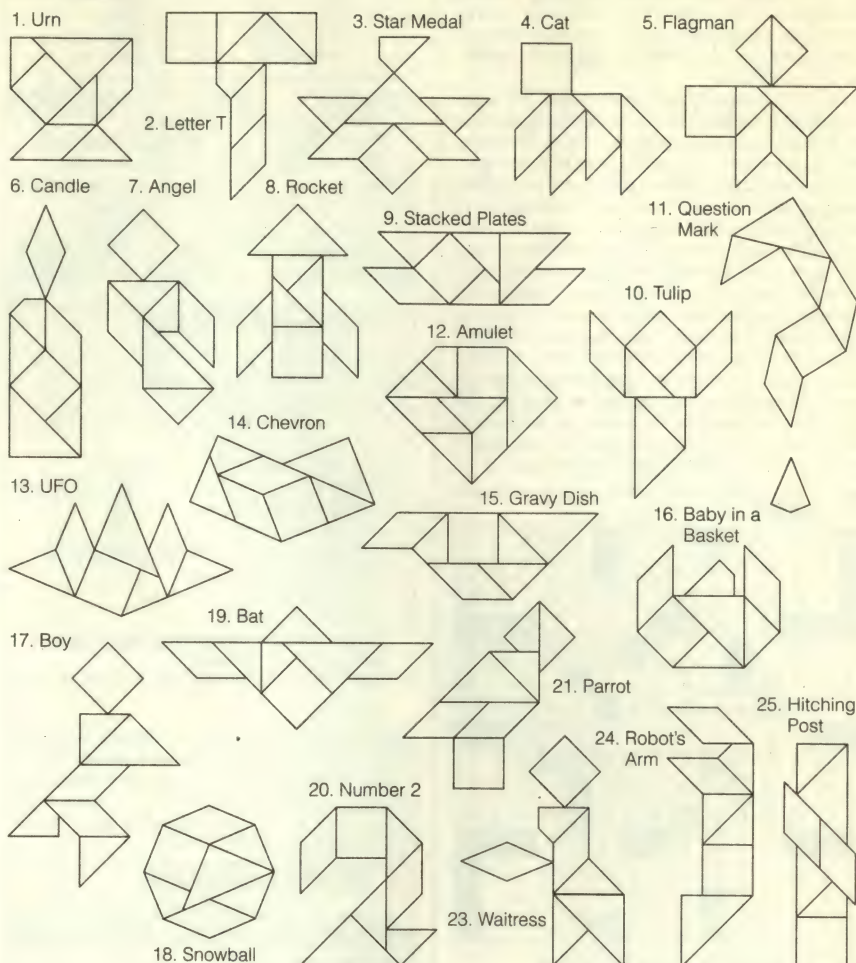
- 1 Dramas (D + ram + as)
- 2 Later (R + et al.)
- 3 Cleavers (C + leavers)
- 4 Tote (tot + E)
- 6 Lowers (two meanings)
- 7 Woodwinds (do windows)
- 8 Steadied (died + seat)
- 10 Chuckled (Chuck + led)
- 14 Diminish (dish + mini)
- 15 Davenport (Dave + port + n)
- 17 Unclothe (uncle + hot)
- 18 Familiar (F + ami + rail)
- 21 Season (Sean's + O)
- 22 Cousin (coin + U.S.)
- 25 Obese (O + bees)
- 26 Spot (tops)

FAKE AD

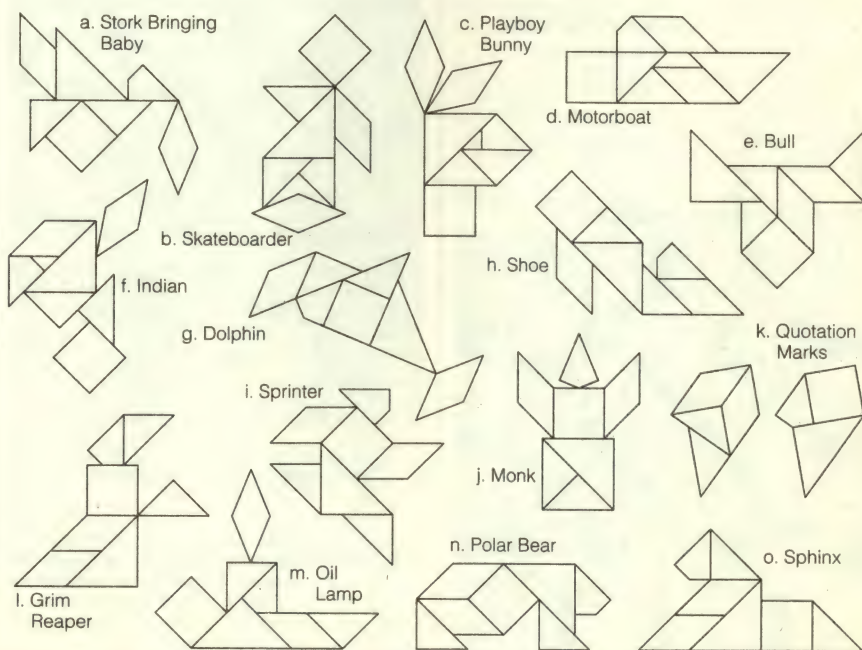
The Fake Advertisement announced in the Table of Contents was for the book *Lang's Dictionary of Malapropisms* and appeared on page 63. Idea and text by Robert Leighton.

62 SILHOUETTES

From August:



From This Issue:



16 ARCHE-ILLOGICAL DISCOVERY

Egyptian anachronisms Top half of mural (left to right): tape recorder, light bulb, ice cream cone, windmill, oil well, outboard motor, flying saucer, telephone poles and lines, pickup truck, lawn mower, movie camera, baseball cap, tennis racket, Mickey Mouse ears, bicycle, stop sign, skyscraper, airplane, football helmet. Lower half of mural: modern umbrella, electrical outlet, sunglasses, glass mirror, traffic light, Walkman, telescope, roller skates, camera, television, high-heel shoes, rocket, Arabic numerals, telephone, musical notes, saxophone, rocking chair, chain saw. Elsewhere in picture: New York Yankees emblem, picture of a dinosaur (while dinosaurs predate the Egyptians, the Egyptians weren't aware of them), tic-tac-toe game, book.

1920 anachronisms From left to right: Polaroid camera, pocket tape recorder, nylon backpack, cordless telephone.

Note The following are *not* anachronisms: Hula hoop (Egyptians made hoops from dried and stripped grapevines, which children swung around their bodies), comb (Egyptians did use combs), archeologist's *National Geographic* (founded in 1888), sunglasses (invented in the early 19th century), safety razor, and flashlight (both invented in the 1890s).

39 GALLIMAUFRY

P	R	O	D	U	C	T	H	U	S	S	A	R	S	E	B	A	S	T	I	A	N	
C	R	E	D	E	N	Z	A	E	N	T	I	C	E	E	X	I	S	T	E	N	C	E
H	A	N	D	I	C	A	P	C	O	O	L	E	R	I	V	A	L	K	Y	R	I	E
O	L	E	S	O	R	E	L	E	R	O	I	C	L	I	M	S	T					
R	I	G	E	L	I	E	L	L	E	N	B	U	R	S	T	Y	N	I	A	L		
A	N	A	M	A	S	S	Q	U	A	N	T	I	T	I	E	S						
L	E	D	G	E	T	A	U	N	T	S	C	E	N	T								
S	E	A	R	S		N	I	G	E	R		S	A	T								
Z	A	P				E	X	A	M	S		O	M	N	I							
D	A	T	E	L	I	N	E	S			T	I	P	O	F							
I	D					D	R	A	Y	E	D		O	N	I	C	E					
S	O	R	T			O	V	E	R	R	U	N		T	E	N	T					
T	R	A	W	L		E	G	G	O	N			A	C	R	E	S					
R	A	N	O	U		L	E	W	I	S		O	N	E	I	L	L					
I	B	N				L	I	S	A		N	O	L	A	N							
C	L	O	S			S	N	O	R	E		R	E	L	I	C	S					
T	E	S	H			I	L	S	A		B	E	L	L	E							
A	A	A	A			K	F	C			B	U	N	C	O							
D	E	U	T	S	C	H					R	O	A	C	H							
E	A	R	T	H							I	N	A	P	T							
T	R	U				S	C	A	N	D	I	N	A	V	I	A	N					
E	A	S	T			U	R	N			A	L	I	N								
S	C	R	I	M	A	G	E				L	I	N	N	E	T						
T	H	E	R	E							E	N	I	G	M	A						
S	E	X									R	E	S	E	T	S						
											K	E	Y	L	E	S	S					

46 500 RUMMY

ALGEBRA	PENSIVE
A 2 3 6 6 6 6	30 5 5 5 7 8 9 10
CRUMPLE	REBATER
10 J Q K 2 2 2	46 6 6 6 6 A 2 3
DEFAULT	RUMPLES
5 6 7 A A A A	22 J Q K 2 2 2 2
DIAGRAM	SPATULA
8 9 10 4 4 4 4	43 J Q K A A A A
DIFFUSE	SUFFUSE
8 8 8 10 J Q K	64 7 7 7 10 J Q K
FLUSTER	SURFACE
7 7 7 7 A 2 3	34 2 3 4 10 10 10 10
FULCRUM	SURPLUS
7 7 7 10 J Q K	61 2 3 4 5 7 7 7
FULSOME	TEXTUAL
7 7 7 7 3 4 5	40 J Q K A A A A
LANGUOR	TRUSTER
7 8 9 3 3 3 3	36 J J J J A 2 3
NAIVETE	USURPED
9 9 9 9 10 J Q	66 A 2 3 4 5 5 5

Total Score 843

WILD CARDS

65 WILD ABOUT HENRY

Henry and June
Henry: Portrait of a Serial Killer
Henry V
Regarding Henry

65 NOTEWORTHY WORDS

SOFA = 1
Each word is composed of two tones from the diatonic scale. The number is the difference between the notes when they are each assigned numbers as follows: do = 1, re = 2, mi = 3, fa = 4, so = 5, la = 6, ti = 7, and do = 8.

65 EASY AS ABC

B	B	A
A	C	C
C	B	A

65 CHOICE NUMBERS

- James Buchanan or Spencer Tracy (*Captains Courageous*, 1937, and *Boys Town*, 1938)
- The House of Commons and the House of Lords or Paul Reiser and Greg Evigan
- Athos, Porthos, and Aramis or Allegheny, Monongahela, and Ohio
- Head, heart, hands, and health or war, famine, pestilence, and death
- Erie, Huron, Michigan, Ontario, and Superior or China, France, U.S.S.R., United Kingdom, and U.S.A.
- Chemistry, Economics, Literature, Peace, Physics, and Physiology/Medicine or Catherine of Aragon, Anne Boleyn, Jane Seymour, Anne of Cleves, Catherine Howard, and Catherine Parr
- Pride, covetousness, lust, anger, gluttony, envy, and sloth or Bashful, Doc, Dopey, Grumpy, Happy, Sleepy, and Sneezy
- Adjective, adverb, conjunction, interjection, noun, preposition, pronoun, and verb or Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, and Blitzen
- Ball room, billiard room, conservatory, dining room, hall, kitchen, library, lounge, and study or Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, and Pluto
- New Year's Day, Martin Luther King Day, Washington's Birthday, Memorial Day, Independence Day, Labor Day, Columbus Day, Veterans' Day, Thanksgiving, and Christmas or 100-meter dash, 400-meter dash, long jump, 16-pound shot put, high jump, 110-meter hurdles, discus throw, pole vault, javelin throw, and 1500-meter run

65 OLD DON MAC'S ZOO

Some animals in Old Don Mac's zoo were: ape, bat, cat, dog, elk, fox, gnu, hog, jay, kid, owl, pig, rat, sow, tom, and yak. Other answers are possible.

65 TAKING THE FIRST

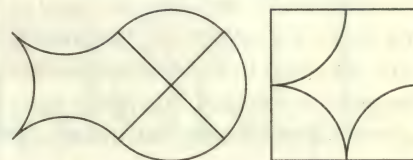
- plate, late, ate
- charm, harm, arm
- scare, care, are
- chill, hill, ill
- price, rice, ice
- spits, pits, its
- wheat, heat, eat
- chair, hair, air
- small, mall, all
- craft, raft, aft

66 PARTY TIME

It's a year. It starts with people saying "Happy New Year!" and it ends with people saying "... three! ... two! ... one! ..."

66 SQUARING THE FISH

The fish is cut as shown below left, and the pieces are put together as shown below right.



67 TWO WRONGS MAKE A RIGHT

75469
x 2
150938

67 ISN'T IT ROMANTIC?

The page segment comes from the index of authors from the 15th edition of Bartlett's *Familiar Quotations*. This index is numbered using Roman numerals, so the number in the corner is a lower case L, the Roman numeral for 50.

67 TWO OUT OF THREE

Our answers (others may be possible):
Edgar Allan Poe (poet)
George Bernard Shaw (playwright)
Joyce Carol Oates (writer)
Billy Dee Williams (actor)
Mary Elizabeth Mastrantonio (actress)
Tammy Faye Bakker (televangelist)
Alexander Graham Bell (inventor)
William Henry Harrison (president)
Laura Ingalls Wilder (writer)
Billie Jean King (tennis player)
Mary Kay Place (actress)
Robert Louis Stevenson (writer)
Eva Marie Saint (actress)
Charles Nelson Reilly (comedian)
David Ogden Stiers (actor)
John Philip Sousa (composer)
John Quincy Adams (president)
William Randolph Hearst (publisher)
Pamela Sue Martin (actress)
Mary Tyler Moore (actress)
Moon Zappa (actress)
Stephen Vincent Benét (poet)
George Washington Carver (scientist)

Can you score 500 or more points in Word Rummy hands from the card spread at right?

How To Play

Find as many common seven-letter words as you can whose cards form Word Rummy hands. A Word Rummy hand is a seven-letter word whose letters **appear** on cards that make up one **set** (three or four cards of a kind, like 7 7 7 or K K K K) and one **sequence** (three or four cards of the same suit in numerical order, like ♥ A 2 3 or ♣ 9 10 J Q). Either the **set** or the **sequence** may come first. The letters of a **set** may be used in any order; the letters of a **sequence** must be used in the left-to-right order given in the grid. The same card cannot be used twice in one hand. Sets and sequences, however, may be repeated in other words. Proper names and foreign words are not allowed, but plurals are fine.

♥ Scoring

Each card in a Word Rummy hand scores its face value. A 6 scores 6 points, for example. Aces are low and count 1 point each. Jacks, queens, and kings count 10 points each.

Example

In the puzzle at right the word **DEFAULT** forms a Word Rummy hand. The ♠ 5 6 7 are a sequence with the letters D-E-F; the ♠ A ♣ A ♦ A ♥ A are a set with the letters A-U-L-T. The cards used have values 5 6 7 1 1 1 1, for a total of 25 points.

Ratings

Knock: 400 points (good game)
Gin: 500 points (winning game)
Gin-off: 843 points (our best score)

ANSWER, PAGE 45

	A	2	3	4	5	6	7	8	9	10	J	Q	K	
♠	A	L	G	G	D	E	F	D	I	A	S	P	A	♠
♥	T	E	R	A	N	R	L	A	N	C	R	U	M	♥
♦	L	P	O	M	E	A	U	F	A	F	U	S	E	♦
♣	U	S	U	R	P	B	S	I	V	E	T	E	X	♣
	A	2	3	4	5	6	7	8	9	10	J	Q	K	

[illegible][illegible]



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THE

GAMES

The GAMES 100—the 100 games that, in the opinion of GAMES editors, are the best currently available—was launched in 1980 for two main reasons: to recognize and encourage quality in game design and manufacture, and to provide a useful, year-round shopping guide for GAMES readers.

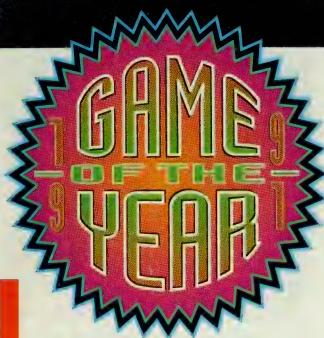
To merit inclusion in this exclusive company, a game must meet certain criteria. Chief among them, of course, is that it is fun to play. New games are extensively play-tested, mostly after-hours in the GAMES offices, by a varied and representative group of game-loving volunteers: GAMES staff, puzzle constructors, editors, writers, actors, musicians, insurance statisticians and executives, college students, and others, from teenagers to septuagenarians. If we like a game, we figure you'll like it too.

Objective criteria are also considered. A game should be original, attractively designed, made of durable components, and include clear, well-written rules. Playability, however, is the overriding concern. Mediocre playing equipment can be tolerated if the game play is compelling enough; but superior equipment won't save a poor game from the rejection pile.

The 1991 GAMES 100 includes computer games and videogames, a category we formerly covered separately. But when planning this year's GAMES 100 we could find no logical reason to exclude them. A game is, after all, a game. Whether you like strategy games, puzzles, fantasy/adventure, or fast action, you'll enjoy the new kinds of challenges that computers and videogame machines have made possible.

edited by burt hochberg

photos by butler & legni



In an industry as prolific and creative as this one is, it seemed strange that there was no means of publicly honoring games of unusual distinction and originality. So we created one.

The Game of the Year is a title awarded to the one new game that, in the opinion of our editors, contributing editors, play-testers, game reviewers, and other experts, deserves special recognition. To earn this signal honor, a game must possess, besides the qualities described above, versatility and broad appeal, which promise that it will give pleasure to many people for a long time.

In addition to the overall Game of the Year, we pay tribute to our favorite new game in each of the nine categories that make up The GAMES 100. To be eligible this year, a game must have been introduced in the United States in 1990 or later. ■



TRUMPET

International Games, \$10, 2-6 players

Almost immediately upon its arrival in our offices, Trumpet became a daily lunchtime obsession. Essentially a trick-taking card game, it also uses elements of boardgame play; the card play determines the board position, which in turn affects how you play your hand. A card is led and everyone must follow suit if possible. When you win a trick you advance your token to the next free space on the board, jumping over other

tokens if they're in the way. Landing on a CHOOSE TRUMP space lets you decide which suit will be trump—the suit that beats all others. Each time this happens, a new suit is chosen, becoming the highest trump. When all six suits are ranked in order, a player who lands on CHOOSE TRUMP switches two of them.

The frequent changes of trump give Trumpet its special character. The idea is to try to choose trump when you can get the most benefit from the cards

you're holding. Sometimes, throwing a trick to another player can set up an advantageous jump.

When two or more players' tokens are in the last six spaces of the board, winning a trick allows the winner either to advance his own token or to pull back one of the others. This ingenious device—like the three "shield" cards that beat everything else and turn up at the damndest times—is responsible for Trumpet's frequent, unpredictable, down-to-the-last-card finishes.

PARTY GAMES

• Best New Party Game (tie)



TABLOID TEASERS

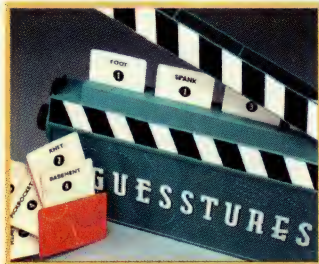
Pressman, \$25, 3 or more players

Supermarket tabloids are a natural target for humor, and Tabloid Teasers hits the funny bone dead-on. In the box are 360 actual tabloid headlines, each with a key word or phrase removed. The moderator (a different player each round) reads a headline, and everybody writes down what he or she thinks the missing phrase was—or what the other players might be tricked into believing it was. These guesses are read aloud along with the actual missing phrase, and the players vote. Those who guess right advance on the board, as do those who fool other players into voting for their guesses.

The voting system is not a new idea, and moving around a board to see who's winning is almost irrelevant, since winning is beside the point. What matters here is appreciating the nuttiness of tabloid headlines and thinking up believably nuttier ones. This is the kind of game that when you remember it the next day you burst out laughing.

GUESSTURES

Milton Bradley, \$26, 4 or more players



Thanks to an ingenious mechanical gadget and clever rules, Guesstures makes charades enjoyable even by people who hate the idea of acting foolish in front of a roomful of people. When it's your turn, you choose one of the two words on each

of 4 cards, and decide what order to do them in. Place the cards in the slots in the "mimer timer" machine and start acting.

And you'd better act fast! The first card is swallowed by the machine in about 5 seconds, and the next one a few seconds later. Since you get credit for a word only if your team guesses it and you catch the card before it disappears, subtlety is quite out of place. The harder words are worth more points, but only if you get them. So do the easy ones first and forget about "sounds like" and other typical charades clues.

TRUE COLORS

Milton Bradley, \$26, 4-6 players



Now your friends can tell you what they think of you—in secret. Each player chooses a color, and everyone has voting cards in all colors. Then situation cards are passed around with such questions as: "You just heard the latest, juiciest gossip. Who told you?" After everyone secretly votes on all the questions, each player predicts whether he or she will get none, some, or most of the votes. The votes are counted, and points awarded according to the accuracy of the predictions. A great game to play with good friends.

QUIPS & QUOTES

Talcor, 190 Arivista Circle, Brea, CA 92621; \$25, 2 or more players

A quotation is read aloud, and if no one knows its author, the players' guesses—together with the name of the actual author—are put to a vote. Players whose guesses fool their opponents earn points, as do those who guess the correct name. Though hardly an original idea, this game scores for its well-chosen, deceptive quotes.

MALARKEY

Parker Brothers, \$20, 3-6 players

Twenty letter cubes are spilled out on the table, and you try to "capture" a letter by using it to start a word or phrase that fits a chosen category. Be creative; but if the judge—who's a different player each round—doesn't like your answer, BANG! goes the big plastic gavel. Just smile: You'll get revenge when you're the judge.

TABOO

Milton Bradley, \$25, 4 or more players

You're trying to get your partners to identify a word or phrase from verbal clues, but each word card includes a list of "taboo" clues you can't use. Try coaxing "contact lenses" out of your team without saying "eyes," "vision," "glasses," "wear," or "see."

ANYBODY'S GUESS

Golden Games/Western Publishing, \$20, 2 or more teams



What distinguishes this game is a gadget with 5 sliding panels that reveal one clue at a time about a person, place, or thing. The fewer clues needed, the more points scored. Nice idea: The non-guessing team earns points for predicting how many clues the other team will need.

OUTBURST II

Golden Games/Western Publishing, \$25, 2 or more players

Each of 800(!) topics is printed on a card along with 10 "target answers." Your team can either try to name as many of them as possible within one minute (if you think you can do well) or pass it to the other team (if you think they can't).

SCATTERGORIES

Milton Bradley, \$28, 2 or more players

Given 2½ minutes, can you write a word starting with a randomly chosen letter in each of 12 categories? The catch: You get points only for answers no one else has. The rules say up to 6 can play, but the more the merrier; creative hosts will find ways to include more.

READ MY LIPS

Pressman, \$20, 3-6 players

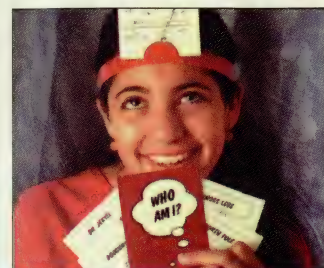


Normally, you're not allowed to utter the words, names, or titles you're trying to get your team to say. But in

Read My Lips, at least you can silently mouth them. The incredibly irrelevant things people come up with when they read your lips make this game a laff riot.

HEDBANZ

The Games Gang, \$30, 3-6 players



The headband you're wearing says you're a certain person, place, or thing, but only the other players can see it. You have to find out who, where, or what you are by asking yes-or-no questions. Clever questions get useful answers. And be quick about it—you don't have much time.

REAL PEOPLE

Parker Brothers, \$30, 3-6 players



The game comprises 400 photos of ordinary folks and their responses to 10 questions. The leader of each round displays 4 pictures and, in a misleading way, reads aloud the responses that only one of them gave. Players score points for a correct identification; the leader scores for the wrong guesses.

HOW TO HOST A MURDER

Decipher, \$28, 8 players

The latest mystery in this popular series, "The Duke's Descent," is set in England in 1931. The box includes invitations to send to your guests, each of whom will play the role of a suspect at the party. You read clues and ask one another questions—suspects must tell the truth—and, finally, make accusations that you can support with evidence.

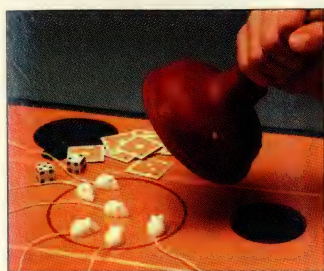
PICTIONARY

The Games Gang, \$22-\$30, 2-8 players

Already approaching classic status after only 6 years, this charades-on-paper game is now available in a travel edition and other versions to suit everyone's needs.

POUNCE

Talcor, 190 Arovista Circle, Brea, CA 92621; \$25, up to 8 players



One player wields a shortened plumber's helper and rolls the dice; everyone else holds the tails of rubber mice grouped in the center of the board. If the dice show 7 or 11, the plunger pounces, and anyone who doesn't yank his mouse away in time loses a piece of cheese. This is the dopest game in years, and one of the funniest.

CHAUVINIST PIGS

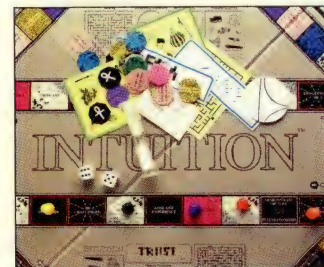
Tiger Electronics, \$20, 2 teams



In this battle of the sexes, the women get questions (on pink cards) about gardening, cooking, needlework, and such, and the men's questions (blue cards) are typically about sports and cars. Be ready to bluff, since some questions are phonies. Cute touch: You keep score by collecting tokens in pink and blue piggy banks.

INTUITION

Applied Intuition, 1 Kenview Blvd., Bramton, Ontario, L6T 5E6 Canada; \$36, 2-8 players



Since there's no way you can analyze any of the 7 types of puzzles in this game in the time you're given—12 lousy seconds—you have to use your intuition. But you'll be amazed how well it works—well enough, perhaps, to make you think you can bend spoons with your mind.

MATCH-ABILITY

Cadaco, \$25, 2-6 players

Contrary to most "category" games, in which you score only for items nobody else thought of, in Match-Ability you score only for items that appear also on other players' lists. A knowledge of trivia doesn't help here; the idea is to think of what you think other players will think of.

TURNING THE TABLES

Turning the Tables, Box 9842, Seattle, WA 98109; around \$35, 2-12 players



Each player in turn is a waiter, and the other players order meals from various types of menus (French, Chinese, etc.). The waiter later tries to remember as much of each order as he can, earning tips accordingly. The fun is in playing the roles of waiters and patrons, using foreign accents, and generally clowning around. Beautiful playing equipment.

YOU NAME IT!

This & That Enterprises, Box 57302, Sherman Oaks, CA 91413; \$34.95 (Cal. res. add \$2.88), 2 or more teams



The quicker you get your team to say the name on the card, the sooner you can draw another card; the more cards, the more points. You can say almost anything but the name itself, so talk fast and don't think. If you get stuck you can switch categories, but that allows the other team to call out guesses.

POP OPINION

University Games, \$20, 3 or more players

Each player has a different topic. You list your 3 favorite things and the other players try to guess them. Correct answers earn the right to eat a piece of popcorn (supplied unpoped). First to finish wins.

FAMILY GAMES

• Best New Family Game

STACK

Loresch Publishing, Box 64, Eustis, ME 04936; \$9 (2 colors), \$17 (4 colors), 2 or more players



Considering its simple rules and even simpler equipment, Stack is a surprisingly novel and interesting game. Each player has 14 dice of one color, and all dice are spilled onto the table. In turn, players place one of their dice on top of someone else's showing the same number. Placing the fourth die on a stack captures it and takes it out of play. You can roll a low-value die to try for a higher number or a 1, but you must immediately play whatever turns up. When all plays are exhausted, each stack of 2 or more dice belongs to the player whose color is on top; single dice are ignored. A stack is worth the face value of the top die, but 1s are worth 10.

Covering an opponent's die means he can't place it himself—an important strategic consideration, since if he tries to keep it by making it a 3-stack he risks losing it altogether. It's important to keep track of who's in the lead and who has the most high-number dice on the table.

BONKERS

Milton Bradley, \$13, 2-4 players



As you move around the track, you place little cards where you stop, which require others who land there to move ahead or back—usually to other cards with further instructions. As the board fills with cards, players zip crazily back and forth, sometimes getting trapped in endless loops. This zany board game is a redesigned goodie from a generation ago.

DAYTONA 500

Milton Bradley, \$12, 2-4 players



You are dealt a number of different cards, each of which tells you how far to advance various colored cars on your turn. Based on your evaluation of those cards, you bid for the car you think has the best chance. If it does well on the track, you'll have more money to bid for your favorite car in the next race. Easy-to-learn rules make this the most entertaining race game in years.

MIDNIGHT PARTY

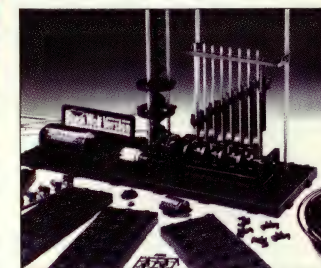
Ravensburger/International Playthings, \$21, 2-8 players



As the guests stroll around the gallery, Hugo the ghost slowly climbs the stairs from the cellar. When he gets to the top, everyone scrambles for safety in the nearest rooms—but only one guest per room, darn it. As in musical chairs, you must keep moving while trying to stay near a safe haven. Not much strategy here, but in all the excitement you probably won't notice.

SPACEWARP BLACK WOLF

Bandai, \$70, 1 or more players



After using all your reserves of patience and a steady hand to put this miniature roller coaster together

(shown here only partly assembled), it's a sheer thrill to watch the little metal balls whoosh along the tracks and around curves ringing bells. The Erector Sets of our youth were nothing like this!

CARD ATTACK

Parker Brothers, \$20, 2-6 players

The main feature of this funny card game is the machine that may—or may not—shoot a flurry of cards at you if you can't match the top card on the discard pile. You have to keep all the cards that fly out of the machine, which is too bad, since you're trying to get rid of your cards.

TRIVIA

• Best New Trivia Game

PLAY IT BY EAR

Rykodisc, \$45, CD player required, 2 or more teams



The compact disc, with its rapid access capability, lends itself to fast-paced game play, and Play It By Ear exploits this technology impressively—it's like a *Jeopardy!* game with nothing but audio Daily Doubles. Each question includes a short sound bite—TV signature tunes, classical snippets, advertising jingles, animal sounds, audio puzzles, etc.—and usually involves more than merely identifying the clip. For example, after hearing the theme music from an old TV show, you're asked to name the title character's brother's two best friends. The clips are great; we tip our hat in appreciation of the research that must have gone into collecting them.

Score is kept on a pegboard, and if you answer correctly you advance to the next empty hole, jumping over your opponents if they're in the way. You can also gain or lose points by challenging.

This innovative game is a promising marriage of new technology to good old-fashioned brain teasing.

SCREEN CHALLENGE

Cadaco, \$25, 2-6 players/teams

A feast for movie lovers and VCR addicts, with 6 types of questions to keep things moving. For instance, after hearing a one-sentence plot summary, can you name the movie and two of its stars? How many movies set in the South can you list in one minute?

TRIVIAL PURSUIT, THE 1980's

Parker Brothers, \$27 (card set only), 2-6 players

Whether played for blood using the board or just for fun settin' on the porch, Trivial Pursuit remains the king of modern trivia games. The questions are interesting, well researched, and tough.

TRIBOND

Big Fun A GoGo, 4001 Beneva Rd., #305, Sarasota, FL 34233; phone 1-800-524-GAME; \$35, 3 or more players



Guessing the factor that three clues have in common entitles you to advance along your choice of three tracks, depending on whether or not you want to challenge another player. A clever combination of trivia, deductive reasoning, and a smidgen of boardgame strategy.

ADVERTEASING

Cadaco, \$25, 2-4 players/teams



In an average day we're bombarded with hundreds of advertising messages. Although we tend to tune them out, repetition imprints them in our minds. Or does it? Given a more-or-less well-known slogan, can you name the product? Of course you can—it's, uh, wait a minute, uh ...

FACTS IN FIVE

Avalon Hill, \$20, 1-5 players

In the basic game you have to think of a name or word, each beginning with one of 5 letters, in each of 5 cat-

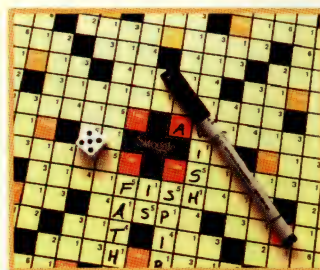
egories. Various play options make this popular game suitable for almost any gathering.

WORD GAMES

• Best New Word Game

'SWOGGLE

Chieftain Products, 265 Champagne Dr., Downsview, Ontario, M3J 2C6 Canada; \$10, 1-4 players



Though 'Swoggle bears obvious similarities to Scrabble, it's an altogether different game. Instead of making words out of random letter tiles, in 'Swoggle there are no letter tiles—you can use any letters you like. You roll the die to determine how many letters your word must contain, write your word on the board (with a wipe-off marker) following the rules of Scrabble, and, if you use a bonus square, roll the die to see how many extra points you get.

No longer burdened by those X, Z, and J tiles you can never use and the need to memorize Scrabble dictionaries if you hope to hold your own against the family hotshot, now you can play all those wonderful words you used to dream about ("If only I had an E ..."). All word-game players—Scrabblists and puzzlists in particular—should find this game unusually rewarding.

LAPIS

Pango Enterprises, Box 375, Fanwood, NJ 07023; \$30, 2 or more players/teams



The idea is to come up with a name or place that fits a chosen category and contains as many of 5 randomly picked letters as possible. Everybody uses the same letters, so the luck factor is almost nil. Handsome equipment and well-written rules.

QUICKWORD

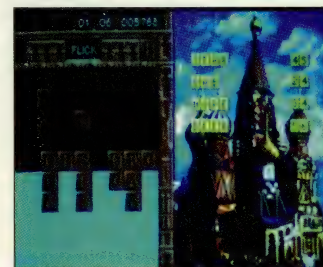
U.S. Games Systems, \$30, 2 or more players



The color square you land on determines which of 4 decks of cards to use. You may be asked to write down words beginning with a given letter and with other letters in certain positions; or words starting with the same letter in each of 6 categories; or as many words as possible in a given category; or words of a given length starting with a specified letter. It's an exceptional game with beautiful equipment—but even the short version takes more than two hours.

WORDTRIS

Spectrum Holobyte, \$40 (IBM/compatibles), \$45 (Macintosh), 1 player



The latest "—tris" computer game is just as addictive as Tetris. Letters fall from the top of the screen, and when they form a word either across or down, it disappears, making room for more letters. You can place a letter where you like; put it atop an existing letter to force that letter down and make words on other levels. Great feature: You can add to the built-in 30,000-word dictionary.

UPWORDS

Milton Bradley, \$13, 2-4 players

Place a letter tile on top of an existing tile to change the original word, scoring points for new words and bonus points for stacked letters. The scoring system encourages building upward rather than lengthwise, so short words matter more than long ones.

ZIG-ZAG

Xanadu Leisure, Box 10-Q, Honolulu, HI 96816; \$8, 2 players

A clever scoring system makes Zig-Zag a battle of wits. You try to discover your opponent's secret word by using test words, scoring points for

every matching letter (a "zag"), and extra points for every zag in the right position (a "zig"). The sooner you figure out the secret word, the sooner you can zig-zag to a high score.

BALI

Avalon Hill, \$6, 1-4 players

Form ever-longer words by stealing opponents' letters and completed words while trying to safeguard your own. This versatile game works especially well as a 4-player partnership competition.

PUZZLES

• Best New Puzzle

3 IN THREE

Inline Design, 5 West Mountain Rd., Sharon, CT 06069; \$50, 1 player, for Macintosh computers



The latest feast of Mac snacks by Cliff Johnson is as witty and challenging as his earlier head-scratchers, The Fool's Errand and The Puzzle Gallery, and it has a more coherent storyline and much nicer graphics. It's a series of almost 60 puzzles encountered by a number 3

that has fallen from a spreadsheet and is now lost inside the computer.

For instance, you can put a series of letters in order by moving them according to certain rules—but first you have to discover the rules. To win a game of choosing letters, you must figure out the letters' positive and negative values. You can repair a spreadsheet only by learning how changing one set of numbers affects the others. The puzzles are great fun to work on, and each one you solve gives you a clue to the final puzzle.

BACK-SPIN

Binary Arts, \$11, 1 player



Each side of this two-sided puzzle has 6 groups of 3 colored balls. By rotating the sides independently, you try to make all the balls in each group the same color by maneuvering them from one side to the other. The puzzle is only moderately difficult; what's really hard is putting it down.

KWIRK

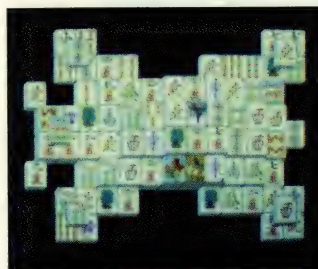
Acclaim, \$28, 1 player, for Nintendo Game Boy

The Game Boy's weak graphics is no impediment to enjoying this terrific puzzle game. In each puzzle, you have to get your little guy from one side to

the other by manipulating turnstiles, moving blocks of different sizes, or both. If you get stuck, just reset the puzzle.

SHANGHAI II: DRAGON'S EYE

Activision, \$50, 1-2 players, for IBM/compatible, Macintosh computers



This lovely solitaire game, inspired by mah-jongg, is played by removing pairs of tiles from a tableau one to five levels deep. The problem is how to get to the hidden or inaccessible ones. The program offers a variety of tableaux and several exquisite tile sets. Dragon's Eye is a challenging tile-removal game for one or two players.

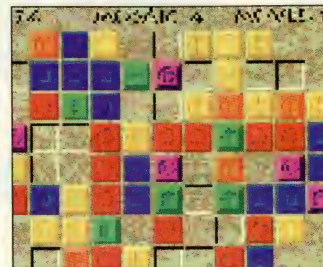
ISHIDO

Accolade, \$55 for IBM/compatible, Macintosh, Amiga computers, \$35 for Sega Genesis, 1-2 players

Match colored and patterned stones to create high-scoring combinations. Though it has the feel of an ancient Oriental game, this intriguing puzzle is a modern idea, brilliantly executed. On all but the Sega Genesis version you can design your own stones.

TESSERAÉ

Inline Design, 5 West Mountain Rd., Sharon, CT 06069; \$50, 1 player, for Macintosh computers



Each of the tiles on the screen is a primary color or a mix of primary colors (in monochrome they're shapes). The challenge is to remove all but one tile by jumping them according to a few simple rules without creating isolated tiles. Though playable on a monochrome monitor, the game looks better and is more accessible in color.

THE TALKING JIGSAW PUZZLE

Buffalo Games, under \$13, 1 or more players

Trying to put the 560 pieces together in the normal way is futile, since most are identically shaped and otherwise similar. The only way to solve the puzzle is to listen to what the people are saying to each other in the various windows of this 9-story building. One of the cleverest ideas in jigsaws in years.

HALL OF FAME

The GAMES Hall of Fame was introduced in 1984 to recognize games of exceptional quality and longevity "that imitators never seem to equal." In other words, classics. There were 10 games in the Hall of Fame that year; two were added in 1985, and three more in 1986. Five years later, all but one of those 15 games are still going strong. This year we induct three outstanding games—Mille Bornes, Pente, and Twister—that well deserve their long-standing popularity.

ACQUIRE Avalon Hill Make a fortune by merging hotel chains in this classic board game by GAMES Contributing Editor Sid Sackson.

BLOCKHEAD! Pressman How many eccentrically shaped wooden pieces can you pile up before all come a-tumblin' down?

BRIDGETTE Mayfair Games Prince Joli Kansil's reinvention of bridge for two players.

CLUE Parker Brothers Packaged together with

Clue Master Detective, an expanded version of the great game of deduction.

DIPLOMACY Avalon Hill The eve of WWI was a dangerous time, and alliances were fragile. Is there anyone you can trust?

DUNGEONS & DRAGONS TSR The mother—maybe the grandmother—of the role-playing genre, now in a brand-new edition with introductory and expert levels.

MILLE BORNES Parker Brothers Race for points while playing your cards right to slow your opponents.

MONOPOLY Parker Brothers Available in commemorative and other editions. Whichever you choose, try for the orange monopoly.

OTHELLO Pressman The strategy game of flipping opposing tiles to your color so you can end up "owning" most of them.

PENTE Decipher Get five stones in a row or capture 5 opposing pairs of stones in this deep strategy game.

RISK Parker Brothers Packaged together with Castle Risk, though the original game is the one that won our hearts.

SCRABBLE Milton Bradley Available in plain, fancy, and travel editions, this is still the strategy word game par excellence.

SORRY! Parker Brothers This race game, surprisingly strategic and always unpredictable, has been popular for 60 years.

STRATEGO Milton Bradley Can you capture your opponent's hidden flag before he finds yours? A computer version (by Accolade) is also available.

TWISTER Milton Bradley We've often wondered why this game isn't used in exercise classes. It's now celebrating its 25th anniversary.

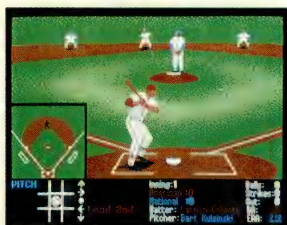
TWIXT Avalon Hill The classic connection game in which you try to build a fence between two opposite sides before your opponent does.

YAHTZEE Milton Bradley This addictive dice-rolling game gets tougher toward the end, when fewer scoring combinations are available.

CRITICS CHOICE

The Best PC Games You Can Buy

HARDBALL II™



"Until recently there have been few baseball simulations worth \$50. I've changed my mind after playing HardBall II ... it hits a grand slam." — Boston Herald



"Adventure of the Year" — Enchanted Realms Magazine

"If you're looking for an intriguing introduction to the world of role-playing gaming, you won't go wrong with Elvira." — CompuServe

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Test Drive III

THE PASSION™



Rating: 10.0 "The most exciting and realistic automobile road racing simulation available. As much fun for adults as it is for kids." — Chicago Sun Times

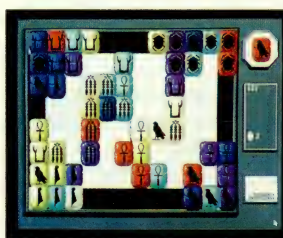
STAR CONTROL™



"Best Computer Science-Fiction Game" — Video Games & Computer Entertainment

"This is not just another space game... it's a space game with everything done right." — Compute Magazine

ISHIDO™ The Way of Stones



Named one of the 1991 Games 100. "A stimulating mental challenge of rare beauty and quality." — Games Magazine

"Five stars, magnetic... well worth the money." — Boston Herald

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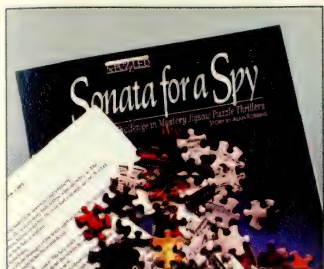
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800-245-7744

*For PC, Mac, and Amiga. (Sega® Genesis® version — \$20.)

SONATA FOR A SPY

bePuzzled/Lombard Marketing, \$19, 1 or more players



August Sonnefeld, violinist and spy, has been murdered, and it's your job to find the killer and the motive. Some of the clues are in the accompanying story; the rest are concealed in the 1,000-piece jigsaw puzzle—a beauty in itself. Solve the puzzle, solve the crime.

THE SECRET OF MONKEY ISLAND

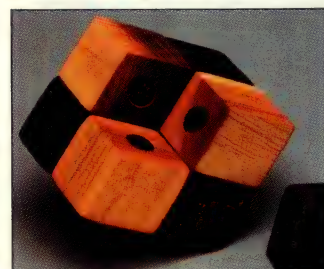
Lucasfilm Games, \$60 for VGA IBM/compatible (EGA \$40) and Amiga computers (for Atari ST call 1-800-STARWARS), 1 player



Using the innovative point-and-click interface they invented for Maniac Mansion a few years ago, Lucasfilm programmers have created a gorgeous and challenging puzzle adventure involving pirates, buried treasure, and you know the rest. Monkey Island II is due this fall.

VEXAHEDRON

Tensegrity Systems Corp., 1632 Rte. 9, Tivoli, NY 12583; \$16, 1 player



It looks simple, but it's tricky. The puzzle is made up of 8 blocks of wood, each with a magnet embedded in the center of one side. Can you form the slanted cube you see in the picture with none of the magnets showing? As you learned in second grade, magnets of like polarity repel each other ...

THE DIABOLICAL DIE

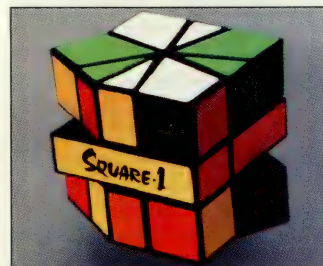
Ishi Press International, 76 Bonaventura Dr., San Jose, CA 95134; \$48, 1 player



Inside this wooden die is a network of tunnels in which a metal ball is hopelessly lost. There's an exit via one of the holes, but which one? Good question. After trying to remove the ball for a while, you too will exclaim %&\$#@?!

SQUARE-1

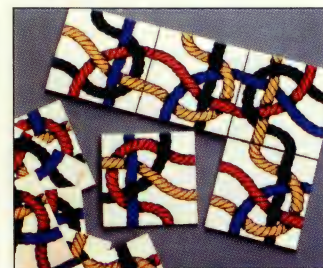
Milton Bradley, \$11.50, 1 player



When you first see it, you won't believe that this queer-looking object can be transformed into a cube. But by Rubikly twisting its parts according to the directions provided, you can smooth out all those impossible angles. Will you then be so foolhardy as to disturb its perfect symmetry?

RUBIK'S TANGLE

Golden Games/Western Publishing, \$6, 1 player



Each of 25 cardboard squares shows the same pattern of rope segments but in different colors. The challenge is to connect all segments of the same color in a 5 by 5 layout of squares. It's pretty tough, so you might want to start with a 3 by 3 layout and work your way up.

SPIN-OUT

Binary Arts, \$11, 1 player

Inside a track is a row of 7 eccentrically shaped knobs. By aligning

them so they're all straight, you can slide the whole row out of the track. But there's only one place wide enough to turn a single knob. Can you get them there in the right order? A pretty puzzle, pleasing to brain, eye, and fingers.

ARCADE GAMES

• Best New Arcade Game

WING COMMANDER

Origin, \$70, 1 player, for IBM/compatible computers



Here is the cutting edge of computer game play—a breathtaking starship battle game integrated with a role-playing world of galactic conflict between humans and a vicious alien race. Your character—a pilot of the Terran Confederation—interacts with others, and when the deep-space dogfights begin, your wingman will be right behind you, protecting your tail. Choose individual missions or full campaigns—and don't forget to practice first. Fly any of 4 ships, each with its own characteristics and special weapons. The game has brilliant 3-D graphics and sound, but they can be fully appreciated only if your computer has sufficient memory and a sound board hooked up to a separate speaker.

Two supplemental scenarios called The Secret Missions (\$20 each) are available, each with 16 new missions. Wing Commander II, due this autumn, has not been seen by us.

LEMMINGS

Psygnosis, \$50, 1-2 players, for Amiga, IBM/compatible computers



Without your help, the lemmings that populate this game would walk blithely off cliffs or into the sea. But you can endow the little dopes

with the power to dig, build ladders, etc., so they can get safely to the exit. Originality, beautiful graphics, an off-the-wall sense of humor, and some devilishly challenging puzzles mark this as an exceptional game.

RED BARON

Dynamix, \$60, 1 player, for IBM/compatible computers



The excitement and chivalry of World War I aerial combat is recreated in this state-of-the-art program. The sounds of the engines and synchronized machine guns give you a feel for what it must have been like to fly a British or German airplane in a WWI dogfight.

PGA TOUR GOLF

Electronic Arts, \$50, 1 player, for IBM/compatible, Macintosh, Amiga computers, Sega Genesis, Super NES

PGA Tour Golf is the most complete computer golf game, offering everything from 3-D contoured greens that help you read the breaks, to on-screen announcers and instant replays. You can even preview each hole with aerial flybys that follow the optimal path of the ball.

RBI BASEBALL III

Tengen, \$45 (NES), \$50 (Sega Genesis), 1-2 players

The use of real-life players and up-to-date stats is enough to make the RBI series far more appealing than other video baseball cartridges. But these are also excellently programmed action contests, with easy-to-grasp pitching, batting, and fielding mechanics.

TETRIS

Spectrum Holobyte, \$15-\$40, 1-2 players, for all computers

Just in case you're one of the three people who haven't seen this Soviet arcade game, the idea is to fit together shaped pieces that fall from the top of the screen. When you complete a row, it disappears. Soon the pieces fall faster, eventually piling up to the top, ending the game. So you play another, then another ...

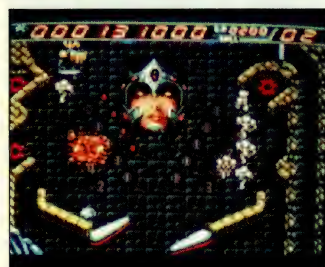
MARIO ANDRETTI'S RACING CHALLENGE

Electronic Arts, \$50, 1 player, for IBM/compatible computers

In this heart-pounding auto-racing simulation, you compete in grueling races to win sponsors and cash. Practice to get a feel for your vehicle—anything from a sprint car to a Formula One—before you risk actual competition, and see the instant replay to relive your greatest moments and fiery flame-outs.

DEVIL'S CRUSH

NEC, \$62, 1 player, for NEC TurboGrafx-16



Video pinball from hell. The magnificently loathsome graphics and inventive special effects are something to behold. Just wait till you see what becomes of that lovely feminine face in the middle of the playfield.

CASTLE OF ILLUSION STARRING MICKEY MOUSE

Sega, \$50, 1 player, for Sega Genesis



Don't be fooled by Mickey's guileless grin—this is a game to test the reflexes of a fighter pilot. The graphics and animation are exceptional, and the arcade action is tricky enough to keep a presumably intelligent adult glued to the screen for hours.

SUPER MARIO 3

Nintendo, \$50, 1 player, for NES

Mario has already spawned a host of imitators as well as a TV series and a feature movie (both coming soon). The third in the series of arcade games is the best so far, with many new hand-eye coordination patterns to drive you crazy.

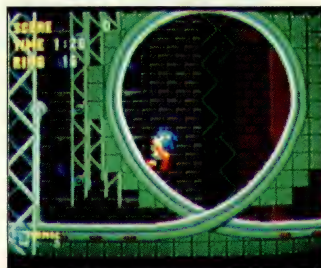
CHIP'S CHALLENGE

Atari, \$35, for Atari Lynx, 1 player

In each of 144 areas, you must find a certain number of computer chips before your time runs out. The mazes, hazards, and puzzles are inventive and often quite challenging. This game is a great reason to buy a Lynx.

SONIC THE HEDGEHOG

Sega, \$55, 1 player, for Sega Genesis



Sonic is the fastest-moving critter in videoland—so fast that he can easily zip past items he's supposed to pick up. Build up speed to run loop-the-loops and jump a mile high, but go too fast and you may not be able to avoid a nasty roadblock.

BONK'S REVENGE

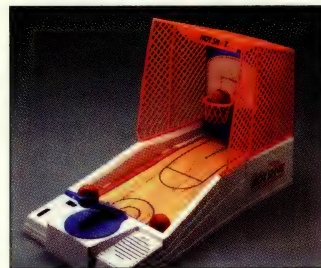
NEC, \$50, 1 player, for NEC TurboGrafx-16



Bonk is a cartoon caveboy with an explosive temper who bonks enemies with his head, spins in midair to land upside down, and climbs with his teeth. This sequel to last year's hit Bonk's Adventure is loaded with tantalizing new treasures and tricky new enemies.

HOT SHOT

Milton Bradley, \$40, 1 or more players



Non-computer games don't come any faster than this. It's a pulse-racing electronic basketball shooting contest in which you use a lever to shoot balls into a constantly moving basket, trying to make either the

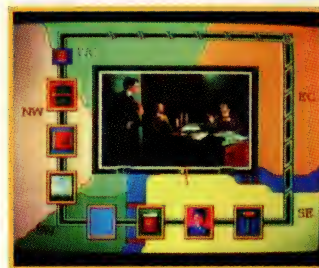
most baskets in 60 seconds or 10 baskets in the shortest time. It makes a helluva racket, but if you're a basketball fan you probably won't mind.

REAL-LIFE STRATEGY

• Best New Real-Life Strategy Game

SHERLOCK HOLMES, CONSULTING DETECTIVE

NEC, \$62, 1 player, for NEC TurboGrafx-16 with CD-player accessory



Based on an innovative game of a decade ago, the video version breaks new ground of its own. Live actors play the roles of Holmes, Watson, Lestrade, and various suspects and other characters in three separate mysteries. Their performances, digitized and synchronized with a sound track, have been edited into a riveting game. Although the technology is still imperfect—the images are a little grainy and the sound is muddy at times—it's good enough that you forget it's there.

The play method has been beautifully worked out. You can consult Holmes's notebook, his clue files, a London directory, the London Times, and a member of the Baker Street Irregulars simply by clicking on an icon. To visit someone, click on the name, then on the carriage icon. Couldn't be simpler.

SPECULATION

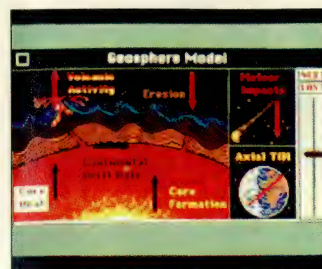
Cayla Games, 10 Training Field Rd., West Newbury, MA 01985; \$30, 2-4 players/teams



Build up your stock portfolio by buying low and selling high, just as in real life. To make big profits you have to take big risks, and if you're wrong—well, it's only a game. Unlike most financial games, this one is fast-moving and entertaining.

SIMEARTH

Maxis, \$70, 1 player, for IBM/compatible, Macintosh computers



The makers of SimCity have created a computer program that puts you in control of nothing less than an entire world. It's a world that obeys natural laws but requires your intervention over many millions of simulated years to produce and support life. Much more than a game, SimEarth is a scientific model of endless fascination.

POPULOUS

Electronic Arts, \$30 (IBM/compatible), \$50 (Amiga), 1 player



After choosing a section of a barren world, you create conditions that allow a race of cartoony Neanderthals to build up and expand their territory, and anoint a Leader for them to follow. An evil master is following a similar program in another area, and sooner or later Good and Evil must do battle. You can be Evil if that's your thing.

CONQUEST

Donald Benge, 1122 W. Burbank Blvd., Burbank, CA 91506; \$18 (2 players), \$28 (4 players)



To win, either occupy the opponent's capitol or capture all his pieces. Each player has 20 land pieces and 6 ships, and makes 20 moves per turn, some pieces being used to transport others. The 4-player game uses a larger board and modified rules. This

complex strategy game, dating from the early 1970s, is ideal for correspondence play.

EURORAILS

Mayfair Games, \$40, 2-6 players



Based on the popular Empire Builder, this beautiful new game recreates railroad building in central Europe. Starting with a small freight, you pick up and deliver cargo along track you have to lay. The more efficient you are, the more money you earn with which to upgrade your trains and lay more track so you can carry more cargo so you can earn more money ...

SPEED CIRCUIT

Avalon Hill, \$23, 2-6 players



After preparing your car according to certain performance specs, you take it onto the track. Consulting various charts, you decide how much punishment it can take, how hard you dare push it on a straightaway, how much to decelerate on a curve. Despite its apparent complexity, this is not a hard game to learn, and it has a devoted following.

CIVILIZATION

Avalon Hill, \$35, 2-7 players



Players try to build a civilization through agriculture, trade, culture, technology, and law. Though war and pestilence occasionally slow progress, success can be attained by careful planning and judicious trading.

RAIL BARON

Avalon Hill, \$22, 3-6 players

Unlike railroad building games, in Rail Baron you use existing rail lines. After determining your starting and destination cities, figure out an economical route and roll 'em out. You must pay for using a route even if it's yours, but the fees you earn will help you buy rail lines that others will have to pay you to use.

221 B BAKER STREET

John Hansen Co., 369 Adrian Rd., Millbrae, CA 94030; \$15, 2-8 players

As you move to various locations on the board, you discover clues to help you solve a crime. Some clues are straightforward; others make sense only when combined with other clues. Knowing when to peek into a locked room and which clues to keep from other players is a big help. This fine game, originally published in 1978, comes with 20 different cases.

SCOTLAND YARD

Ravensburger/International Playthings, \$32, 3-6 players

One player is Mr. X, on the run in London; the other players are trying to catch him. When he moves, he reveals his means of transport—taxi, bus, or subway. Since each point on the board indicates the types of transport available there, his movements can be deduced. But the detectives have a limited number of transport tickets; if they waste them, Mr. X will escape.

ABSTRACT STRATEGY

• Best New Abstract Strategy Game

MASTER LABYRINTH

Ravensburger/International Playthings, \$34, 2-4 players



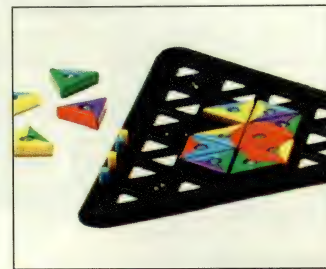
Placing 33 tiles randomly among 16 stationary ones sets up a network of connected paths and dead ends. Numbered tokens are then distributed atop the tiles. Moving their pawns along connected paths, players collect the tokens in numerical order. Since tokens are worth their face value, the game generally crescendos to an exciting climax when the most valuable ones come into play.

But the tokens are tantalizingly elusive. Before moving his pawn, a player pushes an extra tile onto the board; this shifts a row of tiles (producing a new extra tile for the next player to use), disconnecting some paths while connecting others, and perhaps also relocating tokens or pawns.

Setting up a useful move while also trying to frustrate your opponents can be pretty tricky when you aren't sure where the token you're trying for will be after the next player's turn. Candy for the brain is what it is.

SPECTRANGLE/ SPECTRANGLE 36

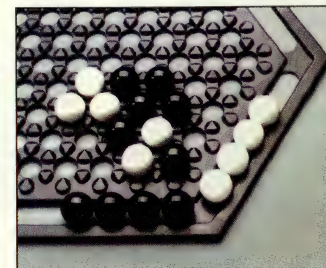
Future Games, \$35-\$55, 2-4 players



Each player has a number of "trangs"—triangular pieces with a number in the center and sides of one, two, or three colors. The idea is to place your trangs adjacent to one or more others on the board so that all touching sides match. You score the number on your trang times the number of trangs it touches times the bonus value of the space (if any). Spectrangle 36 (pictured), with 36 instead of 60 trangs, is faster. Also cheaper.

ABALONE

Lewis Galoob Toys, \$30-\$40, 2 players



In this original strategy game, said to be inspired by sumo wrestling, each side has 14 marbles and can push 1, 2, or 3 of them in a straight line. You can push opposing marbles only if you have more of them in that line; push 6 of them off the board and you win.

TRAVERSE

Educational Insights, \$18, 2-4 players

The idea is to fit your pieces, which move in different ways, into the

spaces at the other end of the board by setting up jumps and series of jumps to get them there as quickly as possible. But the task is complicated because of the way the pieces move. And because your opponent is trying to stop you.

VARIANCE

Dash, Box 13344, San Antonio, TX 78213; \$17 ppd., 2 players

To get your pawns from your home base to your opponent's, you can (1) move them from one intersection to the next, (2) jump over other pawns, or (3) change the positions of some pawns by sliding a section of the board to set up advantageous jumps. An original and fascinating strategy game.

INTERPLAY

Philip Shoptaugh Games, 5860 Buena Vista Ave., Oakland, CA 94618; \$15 (travel edition \$10), 2 players



You win by lining up 4 hollow cylinders and solid pegs of your color in any of 3 configurations. The unusual point is that pegs go inside cylinders of the other color and the 2 colors share the same space. Of all the in-a-row type of games, this is the most elegant.

PASSIM

Passim Corporation, 1098 Independence Ave., Mountain View, CA 94043; \$25, 2-4 players

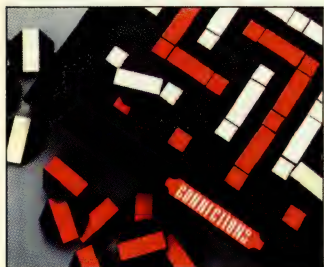


If you turn a backgammon board into a circular field, add two home areas to make it a 2- to 4-player game, and allow checkers to be moved in either or both directions on a turn, you get Passim, a surprisingly effective variation of the old classic. The game can be long, so we suggest a time limit per move.



CONNECTIONS

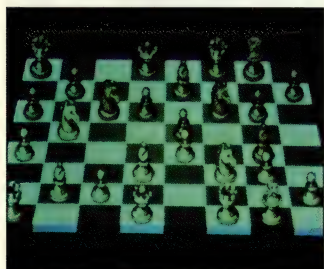
Connections North America, Box 49, Cardiff-by-the-Sea, CA 92007; \$30, 2 players



Like the old game *Bridge-It*, you win by linking opposite sides of the board; but here you can win also by surrounding an opposing point or tile. Though the first player has a theoretical advantage, that detracts not at all from the pleasure of playing this fascinating game, since a single error throws theory out the window, and it's very easy to go wrong.

CHESSMASTER 2100

The Software Toolworks, \$50, 1 player, for IBM/compatible and Amiga computers



This computer chess program has it all: a wide choice of playing levels; competition modes from speed games to clocked tournament play; great graphics in 3-D or 2-D; a "war room" where you can see the computer "thinking," etc. You can even use pieces you've designed yourself (with a separate graphics program). Due this fall: Chessmaster 2400.

WAR/ADVENTURE GAMES

• Best New War/Adventure Game

HERO QUEST

Milton Bradley, \$25, 2-5 players

With treasure chests, locked doors, wizard's tables, castle rats, and other interesting items found only in fantasy role-playing games, *Hero Quest* brings RPG adventures to vibrant, magical life. Fourteen different adventures of increasing difficulty,

called quests, each taking one to two hours, can be played on the detailed 3-D board. They are introduced in the *Quest Book*, which also

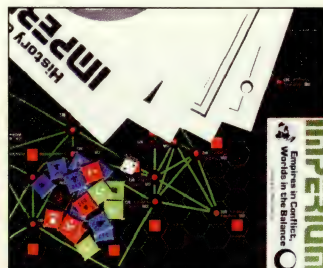


provides maps and other detailed information, and rules for creating your own adventures.

It's hard to imagine a better introduction to RPG adventuring, and experienced players will have plenty to think about, too. Up to 4 players work together to complete a quest, while a 5th player, acting as master of the dungeon, the evil sorcerer Zargon, controls the nasty orcs, trolls, and other creatures encountered in the dark and dangerous underworld.

IMPERIUM

Game Designers' Workshop, 2nd ed., \$24, 2 players



This complex interstellar game pits the grand empire of the stars against worlds colonized by Earth. Though the starships and transports are powerful, winning requires maintenance and construction of new fleets.

AXIS & ALLIES

Milton Bradley, \$28, 2-5 players



As you refight World War II, from the South Pacific to the North Atlantic, you use your resources to buy hardware and infantry or to research superweapons. The big board, a map of the world, quickly fills with the hundreds of plastic soldiers, tanks, etc., that come with this intense, involving game.

BATTLE OF THE BULGE

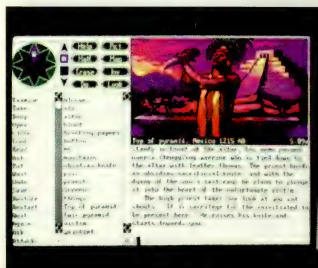
Avalon Hill, \$19, 2 players



The 1944 German advance through the Ardennes, the last-gasp battle at the "bulge," was one of the most daring and perilous tank battles of WW2. This easy-to-play game for 2 reenacts that confrontation with realistic rules covering movement, weather, and combat.

TIMEQUEST

Legend Entertainment, \$60, 1 player, for IBM/compatible computers



Time travel is restricted to officials whose job is to note future disasters and see to it that they don't happen. But one official has illegally gone into the past and set events in motion that will destroy the present. You must go back and undo the damage. This huge game, based on actual historical events, defines the state of the art.

A HOUSE DIVIDED

Game Designers' Workshop, \$24, 2 players

Revised rules make this new edition of the classic Civil War game even more realistic and fast-moving. The armies of the North and South move along lines from strategic points, and players can reenact everything from Lee's move on Washington to Sherman's fierce march to Vicksburg.

CHILL

Mayfair Games, \$27, 2-9 players

In this spooky role-playing game, players are agents of a secret cabal trying to stop the forces of darkness. Vampires and werewolves pop up in unlikely places, and good detective skills are needed to avoid the creatures of the night. The game is a hefty hardcover book; additional scenarios and maps are available.

WONDERLAND

Virgin Mastertronic, \$60, 1 player, for IBM/compatible and Amiga computers



Finally, a computer adventure game Lewis Carroll himself might have created. *Wonderland* perfectly catches the tone of the Alice books and is chock-full of witty, challenging puzzles and beautiful pictures. The manual is a model of clarity. Every Carrollian with a computer should own this marvelous game.

ULTIMA VI

Origin, \$70, 1 player, for IBM/compatible computers

Herewith the further adventures of thyself and thy party, on this occasion to save the realm of Lord British from the evil Gargoyles. Not for novice adventurers, the game is enormous and challenging enough to occupy thy mind for untold hours. After a while, thou may even start to speak olde English.

SUPREMACY

Supremacy Games, 135 Statler Towers, Buffalo, NY 14202; \$44.95 + \$3 shipping/handling, 2-6 players



Each player controls one of 6 superpowers and attempts to bankrupt, capture, or destroy all the others. This unusual game simulates the struggle for global domination by taking into account all the factors that come into play in the real world: diplomacy, economics, natural resources, military buildups, and so on.

DUNGEON

TSR, \$20, 2-6 players

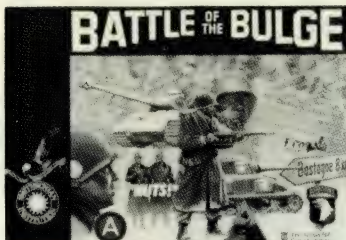
The refurbished edition of *Dungeon* is as much fun as ever, just as easy to learn, and now includes an Expert Game for those who need an extra challenge. It's a great introduction to the role-playing genre. (Not to be confused with *Dungeons & Dragons*, in the Hall of Fame.) ■

THE 25 BEST-SELLING GAMES



1. ROBIN HOOD

#6425 \$13.95
A 2 to 5-player quick-play card game with high social interaction.



2. BATTLE OF THE BULGE

#732 \$19
Brand new entry level game re-creating WWII's longest sustained land battle.

Whatever your gaming interests might be, Avalon Hill has a great game for you (and a gaming friend). Some are new; but most have been around for years and have stood the test of time.

Avalon Hill games bring people together, offering a lifetime of pleasure for just a few dollars a year.

To play an Avalon Hill game is a challenge; to give one a subtle compliment.



3. GULF STRIKE

#30040 \$40
Combines current land, air, and sea operations in the Gulf; includes brand new module, DESERT SHIELD.



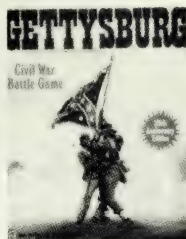
4. CODE OF BUSHIDO

#6232 \$40
The newest ASL module based on Japanese exploits in three areas of conflict.



5. BLACKBEARD

#587 \$35
A 1 to 4-player game re-creating the Golden Age of Piracy.



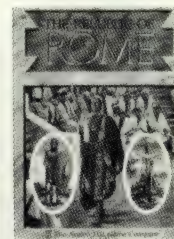
6. GETTYSBURG

#731 \$17
The first in a series of entry level wargames designed to bring new people into the hobby.



7. DIPLOMACY

#819 \$25
Up to 7-player Hall of Fame game of international intrigue involving European powers circa 1901.



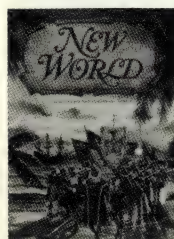
8. REPUBLIC OF ROME

#885 \$35
A diplomatic game for 3 to 5 players vying for power during the days of Julius Caesar.



9. ATTACK SUB

#886 \$25
A 2-player card game of contemporary hi-tech undersea warfare.



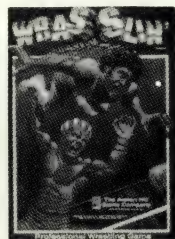
10. NEW WORLD

#884 \$25
Two to 6 players take the part of colonizing European countries during the 15th and 16th centuries.



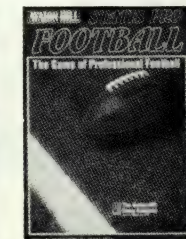
11. CARRIER

#30033 \$35
An authentic re-creation of the S.W. Pacific WWII campaign. Designed for solitaire play, only.



12. WRASSLIN'

#450 \$15
A quick-playing, tongue-in-cheek strategy card game spoof of professional wrestling; for any number of players.



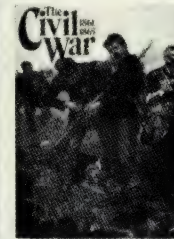
13. STATIS PRO FOOTBALL

#9250 \$36
A statistical re-creation of an entire AFL/NFL season; includes individual player cards.



14. STATIS PRO BASKETBALL

#9260 \$28
A stat game utilizing player cards representing every player who played in the previous NBA season.



15. CIVIL WAR

#30003 \$25
A dynamic portrait of the immense struggle, from its infancy to its final gasp on a grand strategic level.



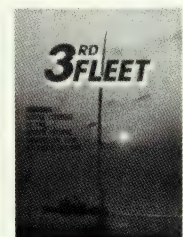
16. ASL

#870 \$45
Complete set of rules, in a 3-ring binder; required for play of all ASL modules.



17. STATIS PRO BASEBALL

#9240 \$40
Re-creates past season with Player Cards; MLPA approved; outstanding solitaire play.



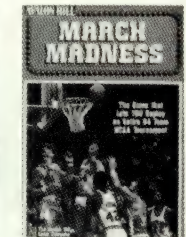
18. THIRD FLEET

#30031 \$36
Modern Naval combat in three theatres; N. Atlantic, Caribbean, and E. Atlantic.



19. CIVILIZATION

#837 \$35
A 2 to 7 player game requiring skillful political, economic, and military maneuvering.



20. MARCH MADNESS

#9265 \$25
A quick play card game re-creating an entire 64-team NCAA tournament.



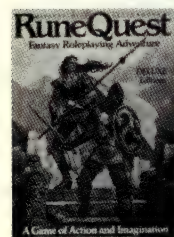
21. BLIND JUSTICE

#6385 \$25
Game of social interaction for 2 to 6 players acting as plaintiff and jury in real life cases.



22. PAST LIVES

#6390 \$35
Artistically gorgeous leisure time game in which 2 to 8 players determine who they were in a past life.



23. Deluxe RUNEQUEST

#857 \$29.95
Time-tested role-playing system with many adventures; #1 in Great Britain.



24. THIRD REICH

#813 \$26
Voted "best game of all time" two years running; re-creates entire European theatre in WWII.



25. ACQUIRE

#GA140 \$25
Leisure time game of investment where 2 to 6 players attempt to build the largest hotel empire.

The Avalon Hill Game Company, Dept. G-1, 4517 Harford Road, Baltimore, MD 21214.

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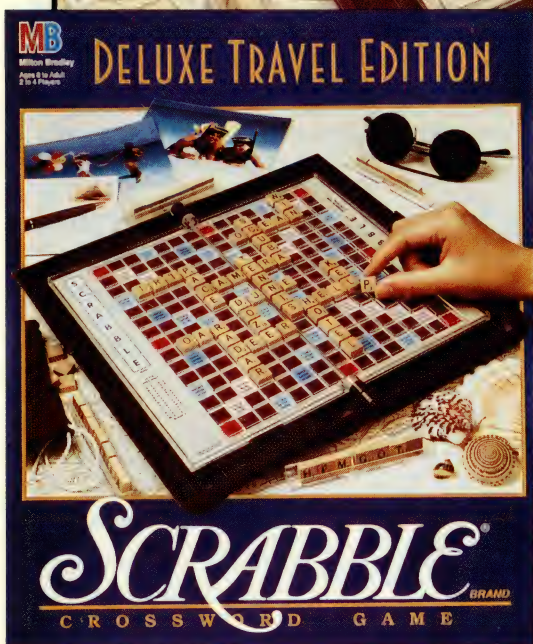
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Having created a generation of home videogame addicts, Nintendo, Atari, Sega, and NEC aren't yet satisfied. Now they're trying to get us to play their games on planes, trains, buses, and, heaven forbid, at work and at school.

While the Nintendo Entertainment System (NES) and the portable Nintendo Game Boy were capturing our hearts and minds, Sega and NEC were courting our attention with 16-bit home consoles, the Sega Genesis and the NEC TurboGrafx-16. Since 16-bit machines can process more information at greater speed than the 8-bit NES, they provide faster, more colorful, more exciting gameplay.

Nintendo's new 16-bit Super NES has now taken the lead in home consoles. At the same time, Atari, Sega, and NEC have surpassed the Game Boy's visually inferior yellow screen with full-color hand-held machines. The Sega and NEC units even double as portable TV sets (with extra-cost accessories).

The Super NES (\$200) is a step up in videogaming, and I have no doubt that we'll come to love it as we love its older brother. What separates it from the others is its ability to display more colors and more moving objects, allowing more advanced scrolling, zooming, screen and object rotation, color layering, and other effects. It comes with the game *Super Mario World*, an adventure-arcade game that takes full advantage of the machine's sophisticated technology and is alone worth the price of the whole shebang. Cartridges for your NES cannot be used with the Super NES.

In the you-can-take-it-with-you sweepstakes, there are now four portables to consider: the Nintendo Game Boy, the Atari Lynx, the Sega Game Gear, and the NEC TurboExpress. Each has its strengths and weaknesses, and your choice will be influenced also by the games available for the different systems.

The NEC TurboExpress (\$250, TurboVision TV tuner \$100) uses the same credit-card-size games as the NEC TurboGrafx-16 home console. This means you don't have to buy new games just for this machine but can take your favorites wherever you go. This unit also boasts the sharpest picture of all the hand-helds. The TurboVision tuner converts it to a portable TV set with remarkable picture quality.

On the other end of the scale is the Nintendo Game Boy (under \$100), with

the poorest graphics. It does not offer color graphics, and, lacking a back-lighted screen, it's hard on the eyes and is the only hand-held that can't be played in low light.

But the Game Boy has by far the most games, and many more are in the works. And it's the least expensive of the hand-helds, especially considering that it comes with batteries, stereo headphones, a linking cable (so two players with separate units can compete at the same time), and the hit game *Tetris*.

The Atari Lynx (\$99) came out soon after the Game Boy. It has excellent full-color graphics and many of its games are among the best ever (especially *Chip's Challenge* and *Shanghai*). With its game library now greatly expanded, the Lynx deserves your most serious consideration.

One feature offered exclusively by this unit is its ability to flip the screen upside down, which has the effect of reversing the relative positions of the controller buttons. Southpaws and others who prefer to have the fire button on the "other" side will appreciate this clever idea.

electronic wonders

The Latest in Videogame Machines By Russ Ceccola

The original Lynx cost \$149 and came with an AC adapter, a game cartridge, and a linking cable. This year Atari reduced the size of the case (but not the screen), dropped the game, and cut the price by 50 bucks. It is now clearly the best bargain in hand-helds, and my personal favorite.

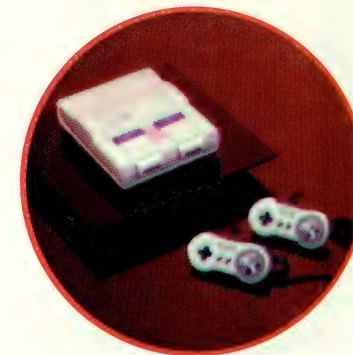
The Sega Game Gear (\$150, TV tuner \$120), the newest kid on the block, has cleaner graphics than those of the TurboExpress and displays more colors than the Lynx. On the other hand, it's heavier than the other units, which becomes noticeable after an hour or so. It comes packaged with *Columns*, the addictive hit game for the Genesis. At this writing only seven other games are available, most of them excellent.

An AC adapter, car adapter, and linking cable are sold separately. You can also get a TV tuner that turns the unit into a portable TV. If a game unit that doubles as a TV turns you on, you'll save money with the Game Gear compared with the TurboExpress. ■

Russ Ceccola writes regularly on electronic games for GAMES and other publications.



Top to bottom: NEC TurboExpress (with TV tuner), Sega Game Gear (with TV tuner), Atari Lynx, and Nintendo Super NES.



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CONTEST RESULTS

FROM AUGUST SILHOUETTES

Beyond a shadow of a doubt, "Silhouettes" was a challenge for both readers and judges. In Contest #1 entrants were asked to determine which of 25 given figures could *not* be made using the seven puzzle pieces provided in the magazine (see opposite page). After spending hours eliminating all other possibilities but #22, the aspirin bottle, some contestants claimed that aspirin was exactly what they needed.

More than 2,500 entries were received in Contest #1, of which about 90% were correct. (Evidently 10% of you were just guessing—and we know who you are.) The winner of \$1,000 worth of puzzles from the latest Bits & Pieces catalog, whose solution was drawn at random, is Lori Randall, of San Diego, California.

Contest #2 asked readers to create shapes of their own, and title them. This contest drew about 650 entries, containing thousands of original individual figures. The 15 winning figures, shown at right, were chosen for their creativity, wit, and elegance of design. Each winner will receive a GAMES T-shirt.

To solve the new figures here, you may use the seven pop-out pieces from your August GAMES, or reproduce the pieces from the "Silhouettes" set given here. All answers, old and new, can be found on page 44—and this time, *all* of the figures can be made!

—Peter Gordon

a. STORK BRINGING BABY

Lisa Di Palma, San Diego, CA

b. SKATEBOARDER

Frank Thompson, Largo, FL

c. PLAYBOY BUNNY

Dana Brownfield, North Hollywood, CA

d. MOTORBOAT

Brian O'Dell, Vian, OK

e. BULL

Scott McPherson, Jacksonville, FL

f. INDIAN

J. St. Aubin, Montreal, Quebec

g. DOLPHIN

Charles De Stefano, Hammonton, NJ

h. SHOE

Leslie Shapard, Toledo, OH

i. SPRINTER

Bob Zingmark, Missoula, MT

j. MONK

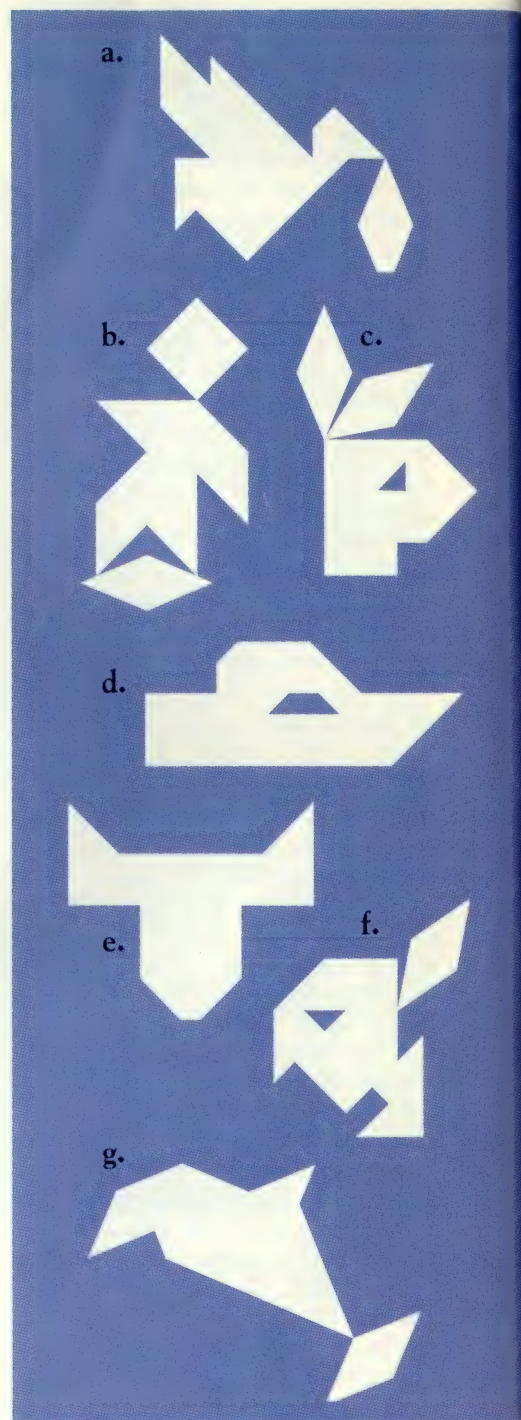
Lee Eric Ronald, Dennison, OH

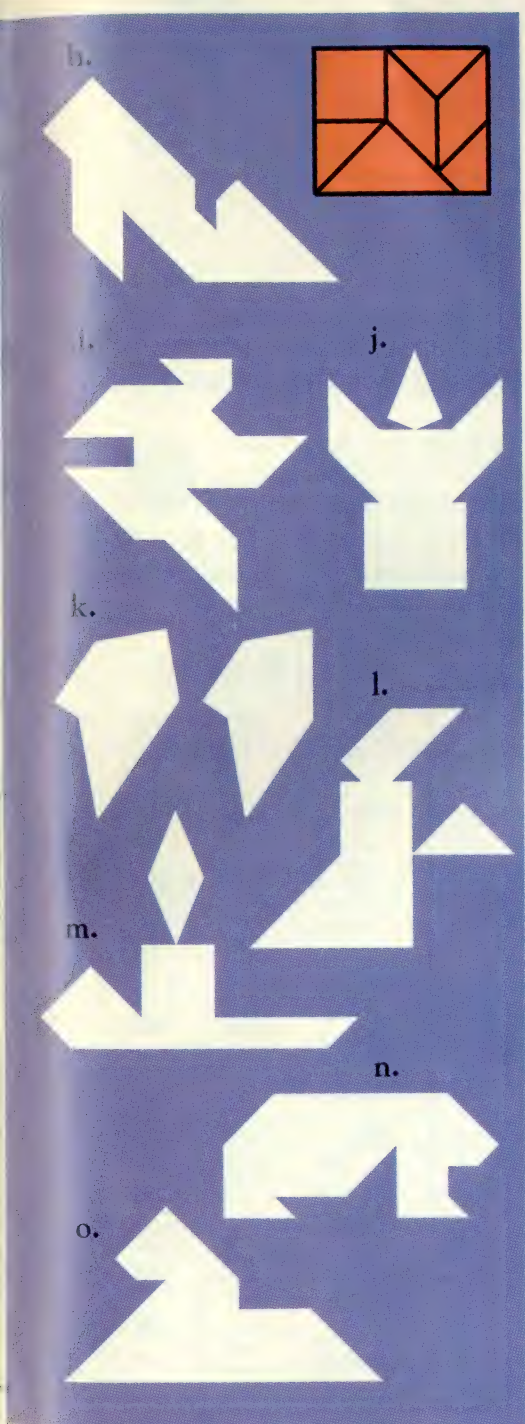
k. QUOTATION MARKS

Craig Hamilton, Mountain View, CA

l. GRIM REAPER

Rajeev Rohatgi, Livermore, CA





m. OIL LAMP
Jason Sell, Danville, IN

n. POLAR BEAR
John Schiano, Palm Desert, CA

o. SPHINX
Lou Cortina, Pomona, CA

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264 IMPRESSIONABLE - IRIDESCENT

impressionable 1. Marked by a subjective, light-influenced approach to depiction: *Impressionable painters*. 2. Leaving a lasting effect; moving: *I found the play very impressionable*.

incontrovertible 1. Incapable of being folded up or out: *an incontrovertible sofa*. 2. Not exchangeable for foreign money: *incontrovertible currency*.

indigenous Clever in a surprising way: *What an indigenous idea!*

indigent 1. Stubbornly inflexible: *He was indigent at the suggestion*. 2. Native to a particular area: *The bird is indigent to North America*.

Lang's Dictionary of Malapropisms would be an inviolable part of any library. Only \$16.95 at fine bookstores everywhere. Please pick up a copy immoderately!

SHERIDAN BOOKS



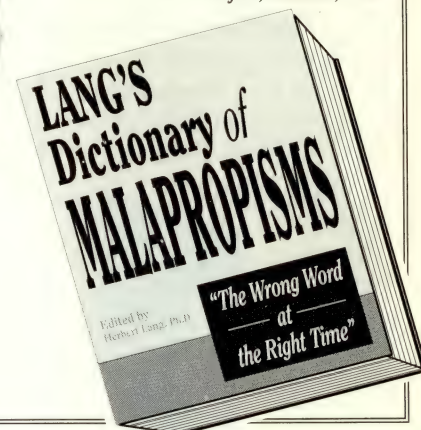
Here's what people have been saying about *Lang's Dictionary of Malapropisms*:

"A work of great importunacy."

—R.B., Tallahassee, FL

"A superfluously assembled book!"

—J.P., Omaha, NE





The Problem:

The Proposition:


The Rules:

Bonus:

A black binder with the word "GAMES" written vertically in white capital letters on its spine. The binder is shown from a three-quarter perspective, revealing its thickness and the edges of several white pages inside.

What We've Got:

1977	1983	1986
<input type="checkbox"/> SEP/OCT	<input type="checkbox"/> JAN	<input type="checkbox"/> JAN
<input type="checkbox"/> NOV/DEC	<input type="checkbox"/> FEB	<input type="checkbox"/> FEB
1978	<input type="checkbox"/> MAR	<input type="checkbox"/> MAR
<input type="checkbox"/> JAN/FEB	<input type="checkbox"/> APR	<input type="checkbox"/> APR
<input type="checkbox"/> MAR/APR	<input type="checkbox"/> MAY	<input type="checkbox"/> MAY
<input type="checkbox"/> MAY/JUN	<input type="checkbox"/> JUN	<input type="checkbox"/> JUN
<input type="checkbox"/> SEP/OCT	<input type="checkbox"/> JUL	<input type="checkbox"/> JUL
<input type="checkbox"/> NOV/DEC	<input type="checkbox"/> AUG	<input type="checkbox"/> AUG
1979	<input type="checkbox"/> SEP	<input type="checkbox"/> SEP
<input type="checkbox"/> JAN/FEB	<input type="checkbox"/> OCT	<input type="checkbox"/> OCT
<input type="checkbox"/> MAR/APR	<input type="checkbox"/> NOV	<input type="checkbox"/> NOV
<input type="checkbox"/> MAY/JUN	<input type="checkbox"/> DEC	<input type="checkbox"/> DEC
<input type="checkbox"/> JUL/AUG	1984	1987
<input type="checkbox"/> SEP/OCT	<input type="checkbox"/> JAN	<input type="checkbox"/> JAN
<input type="checkbox"/> NOV/DEC	<input type="checkbox"/> MAR	<input type="checkbox"/> FEB/MAR
1980	<input type="checkbox"/> APR	<input type="checkbox"/> APR/MAY
<input type="checkbox"/> JAN/FEB	<input type="checkbox"/> MAY	<input type="checkbox"/> JUN/JUL
<input type="checkbox"/> MAR/APR	<input type="checkbox"/> JUN	<input type="checkbox"/> AUG/SEP
<input type="checkbox"/> MAY/JUN	<input type="checkbox"/> JUL	<input type="checkbox"/> OCT/NOV
<input type="checkbox"/> JUL/AUG	<input type="checkbox"/> AUG	1988
<input type="checkbox"/> SEP/OCT	<input type="checkbox"/> SEP	<input type="checkbox"/> JAN
<input type="checkbox"/> NOV/DEC	<input type="checkbox"/> OCT	<input type="checkbox"/> MAY
1981	<input type="checkbox"/> NOV	<input type="checkbox"/> SEP
<input type="checkbox"/> JAN/FEB	<input type="checkbox"/> DEC	<input type="checkbox"/> NOV
<input type="checkbox"/> MAR/APR	1985	1989
<input type="checkbox"/> MAY/JUN	<input type="checkbox"/> JAN	<input type="checkbox"/> JAN
<input type="checkbox"/> SEP/OCT	<input type="checkbox"/> FEB	<input type="checkbox"/> FEB/MAR
<input type="checkbox"/> NOV/DEC	<input type="checkbox"/> MAR	<input type="checkbox"/> JUN/JUL
1982	<input type="checkbox"/> APR	<input type="checkbox"/> AUG/SEP
<input type="checkbox"/> JAN/FEB	<input type="checkbox"/> MAY	1990
<input type="checkbox"/> MAR/APR	<input type="checkbox"/> JUN	<input type="checkbox"/> DEC/JAN
<input type="checkbox"/> MAY/JUN	<input type="checkbox"/> JUL	<input type="checkbox"/> MAR
<input type="checkbox"/> JUL/AUG	<input type="checkbox"/> AUG	<div style="background-color: red; color: white; padding: 10px; text-align: center;"> ALL ■ EVERY- THING WE'VE GOT! </div>
<input type="checkbox"/> SEP	<input type="checkbox"/> SEP	
<input type="checkbox"/> OCT	<input type="checkbox"/> OCT	
<input type="checkbox"/> NOV	<input type="checkbox"/> NOV	
<input type="checkbox"/> DEC	<input type="checkbox"/> DEC	



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WILD CARDS

edited by peter gordon

FOR THE RECORD

WILD ABOUT HENRY

It seems as if Hollywood is hooked on Henry. Since 1989, four movies have been released with "Henry" in their titles. How many of them can you think of?

—Andrea Carla Michaels

TEASERS

NOTEWORTHY WORDS

Given the values of the first six words below, what is the value of the seventh?

MIRE=1 SORE=3
REDO=1 TIRE=5
FARE=2 DODO=7
SOFA=?

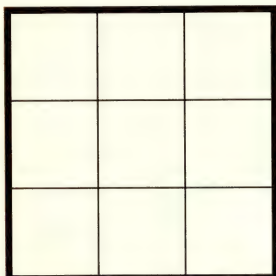
—Peter Kaplan

LOGIC

EASY AS ABC

Fill in the grid below with three A's, three B's, and three C's, so that:

- No row (from left to right), column (from top to bottom), or main diagonal (from top to bottom) is the sequence A-B-C.
- One A is directly below a B and directly to the left of a C.
- One C is directly below an A and directly to the left of a B.
- One C is directly below a B and directly to the left of another C.



—Emily Cox & Henry Rathvon



WORDPLAY

OLD DON MAC'S ZOO

Old Don Mac had a zoo, E-I-E-I-O!
And in his zoo he had some animals, E-I-E-I-O!

But Old Don Mac, being fond of three-letter words, only allowed animals with three-letter names. Occasionally using names referring to animals of a certain gender or age, The Don was able to stock his zoo with animals (including birds, but not fish or insects) whose names started with 16 letters of the alphabet. Can you name one animal for each of 16 different letters?

—Peter Gordon

TRIVIA

CHOICE NUMBERS

In this quiz, if you don't know the half of it, that's OK—as long as you know the other half. For each number below, name *all* the members of *either* category given.

- The one unmarried U.S. president or the one man who's won back-to-back Best Actor Oscars
- The two houses of the British Parliament or the two actors who played the title roles in *My Two Dads*
- The Three Musketeers or the three rivers of Three Rivers Stadium in Pittsburgh
- The four H's of the Four-H Club or the Four Horsemen of the Apocalypse
- The five Great Lakes or the five permanent members of the U.N. Security Council
- The six Nobel Prize categories or the six wives of Henry VIII
- The seven deadly sins or the Seven Dwarfs
- The eight parts of speech in English or the eight reindeer (not counting Rudolph)
- The nine rooms in the game Clue or the nine planets
- The ten federal legal public holidays or the ten events in the Olympic decathlon

—Jim Herrin

WORDPLAY

TAKING THE FIRST

In each sentence below, fill in the first blank with a five-letter word, the second blank with the four-letter word formed by removing the first letter of the five-letter word, and the third blank with the three-letter word formed by removing the first letter of the four-letter word, so the sentences make sense.

- The dinner ___ was empty when she arrived ___, so she ___ leftovers.
- A ___ bracelet that has some sharp edges might ___ your ___.
- If you try to ___ someone and that person doesn't seem to ___, you ___ apt to be disappointed.
- He caught a ___ while climbing the steep ___, and now he's ___.
- The ___ of converted ___ at my supermarket is less than that of ___ cream.
- My son ___ cherry ___ at the dog just so he can watch ___ reaction.
- If you like freshly-baked bread, mix ___ with other ingredients, ___ it, and ___ it.
- Under the ___ was a long gray ___ that moved with the ___ current.
- At the ___ shopping ___, ___ of the stores know their customers.
- Every sea ___ should have a life ___ attached to the ___ deck.

—O.J. Robertson

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TEASERS

PARTY TIME

When it starts, the first word millions of people say is "Happy." When it ends some time later, the last word millions of people say is "one." What is it?

—Robert Leighton

LOOK

SQUARING THE FISH

Fred of Fred's Fast Food wants to add fishwiches to his menu. He asked his nephew Gil to figure out how to convert a fish into a square-cornered slab. The process must require no more than two straight cuts or it would not be economical.

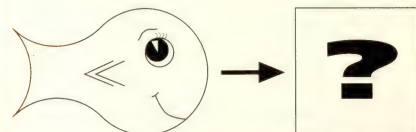
After a few minutes' thought, Gil burst into Fred's office carrying a fish knife and a fish shaped like the one below.

"Watch this, Uncle Fred! I slice the fish down the middle. I flip one half, and join the two halves like this. Then I follow that cut with a second cut straight across, switch the ends, and presto—a rectangular fish!"

"Why, that's great, Gil, but there's just one slight problem. We have square buns."

"Right you are, chief. I guess it's back to the old chopping block, for me."

After a little while, Gil went back to Fred's office, and proudly demonstrated how to make the fish into a square with only two cuts. How did he do it?



—Bob Stanton

WILD CARDS

NUMBER PLAY

TWO WRONGS MAKE A RIGHT

According to the old saying, two wrongs don't make a right. But the multiplication problem below clearly contradicts that. Each letter represents a different digit (but no letter represents 2, which hasn't been changed to a letter). Can you reconstruct the original problem?

$$\begin{array}{r} \text{WRONG} \\ \times \qquad 2 \\ \hline \text{ARIGHT} \end{array}$$

—Jim Francis

TEASERS

ISN'T IT ROMANTIC?

In virtually every book written in a left-to-right reading language, the even-numbered pages are on the left and the odd-numbered ones on the right. Yet the corner of the left-hand page below was taken from a contemporary English-language reference book. How can this be explained?

1	
Sarton, George (1884-1956)	787
Sartre, Jean Paul (1905-1980)	865
Sassoon, Siegfried (1886-1967)	795
Savage, Minot Judson (1841-1918)	646
Savile, George, Marquess of Halifax (1633-1695)	310
Saxe, John Godfrey (1816-1887)	55f
Sayers, Dorothy L[eigh] (1893-1957)	f
Sayers, Henry J. (d. 1932)	
Sayings of Jesus, The (3rd century)	
Scarbo, ... (fl. c. 1875)	

—Henry Hook

HALL OF FAME

TWO OUT OF THREE

We've taken the names of famous people who are generally known by three names and removed both the first and last names. What remains are 23 middle names, one for each letter from A to W. What are the celebrities' full names?

Allan	Marie
Bernard	Nelson
Carol	Ogden
Dee	Philip
Elizabeth	Quincy
Faye	Randolph
Graham	Sue
Henry	Tyler
Ingalls	Unit
Jean	Vincent
Kay	Washington
Louis	

—Ogden Porter

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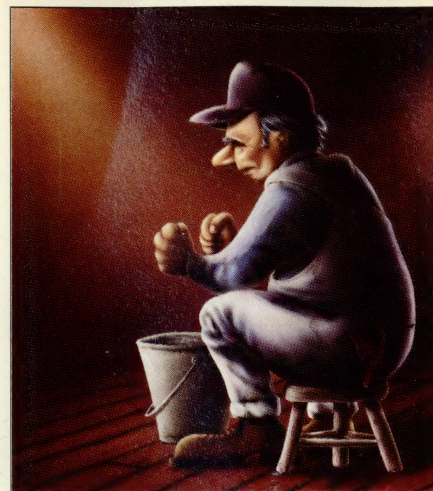
by Robert Leighton

If these pictures leave a little something to be desired, well, that was our intent. Each scene is missing its very *raison d'être*—the element that, if added, would cause the picture to make perfect sense. Can you figure out the proper “something” that would complete each picture?

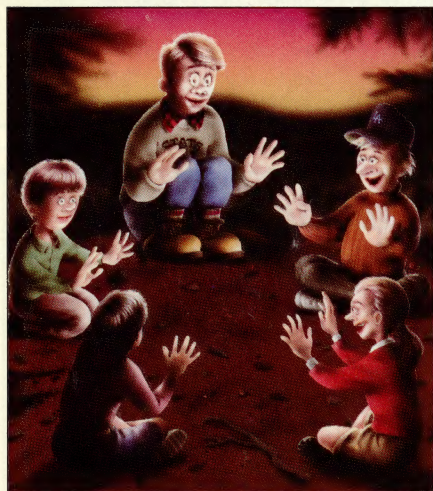
ANSWERS, PAGE 42



— 1 —



— 2 —



— 3 —



— 4 —



— 5 —



— 6 —



— 7 —



— 8 —

GOLD AWARD WINNER

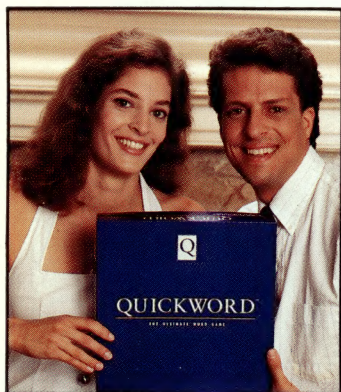
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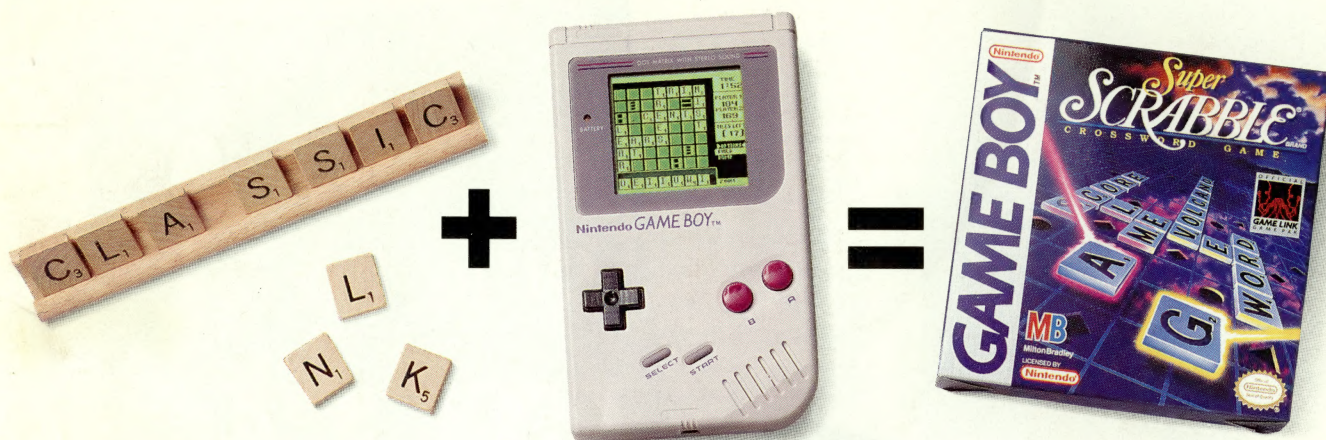
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Senior Editor
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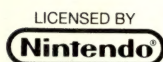
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